

STAR WARS STARFIGHTER™

Unlock all
**Bonus
Missions!**



Tri Pham
Jeff Barton
Michael Littlefield

primagames.com®



STAR WARS STARFIGHTER™

Prima's Official Strategy Guide

Tri Pham
Jeff Barton
Michael Littlefield

Prima Games
A Division of Prima Communications, Inc.

3000 Lava Ridge Court
Roseville, CA 95661
(916) 787-7000
www.primagames.com



The Prima Games logo and Prima Publishing are registered trademarks of Prima Communications, Inc., registered in the United States Patent and Trademark Office.

Senior Product Manager: Jennifer Grotteau
Senior Project Editor: Christy L. Curtis
Editorial Assistant: Caspian Theal

Tri thanks: Jon and Patti for the place to stay, and Lorella for losing all those bets. Thanks to Hooli and Jookie for their long hours and late-night efforts. And most of all, special thanks go to our friends at Lucas for their invaluable help and smiles: John Drake, Karina Hallum, and Reeve Thompson.

Michael thanks: My sister and brother-in-law, Karrie and JB True. I'll try to invite myself over to your house more often. But no more parties there when you're away. I promise. I'd also like to thank my grandparents, Howard and Mary Littlefield, who have always supported me throughout my life. And to my great aunts Catherine, Margaret, and Louise. Thank you all for your inspiration and keeping me on the right track.

Jeff thanks: My team members and Mr. Kevin "Flare" Sakamoto for their help in making this a smooth and exciting project. Thanks to Don Ticer and Jenric for just being there. A special acknowledgement goes out to my father Derrick Barton: thanks for everything!



©2001 LucasArts Entertainment Company LLC. ©2001 Lucasfilm Ltd. & TM or ® as indicated.
All rights reserved. Used under authorization. LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd.

All products and characters mentioned in this book are trademarks of their respective companies.

Important: Prima Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 7615-3305-2
Library of Congress Catalog Card Number: 00-10862
Printed in the United States of America

00 01 02 03 GG:10 9 8 7 6 5 4 3 2 1

Contents

Introduction	2
Game Modes and Options	4
The Players	6
Flight Training	9
Naboo N-1 Starfighter	12
The Guardian Mantis	14
The Havoc	16
Mission 1: Naboo Proving Grounds	18
Mission 2: The Royal Escort	22
Mission 3: Contract Infraction	26
Mission 4: Secrets on Eos	30
Mission 5: Piracy above Lok	34
Mission 6: Valuable Goods	38
Mission 7: Eye of the Storm	42
Mission 8: Taking the Offensive	46
Mission 9: The Crippling Blow	50
Mission 10: The New Resistance	54
Mission 11: Midnight Munitions Run	58
Mission 12: Rescue on the Solleu	62
Mission 13: Last Stand on Naboo	66
Mission 14: The Final Assault	70
Bonus Mission 1: Fighter Training	74
Bonus Mission 2: Ground Attack Training	76
Bonus Mission 3: Charm's Way	78
Bonus Mission 4: Canyon Sprint	80
Bonus Mission 5: Outpost Attack	82
Bonus Mission 6: Space Sweep	84
Bonus Starship: The Guardian Mantis	86
Bonus Starship: The Havoc	87
Bonus Starship: N-1 Starfighter	88
Bonus Starship: The Infiltrator	89
Two-Player Missions	90
Cheats	94

A long time ago in a galaxy far, far away...

STARFIGHTER

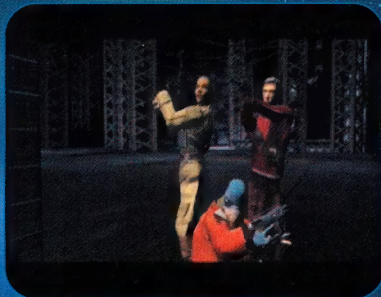
The galaxy stands on the brink of war. In the Outer Rim, the greedy Trade Federation is mobilizing a secret army to strike at peaceful Naboo. Amidst growing tensions, Bravo Flight trainee RHYS DALLOWS prepares to fly Royal Escort and protect the Queen.

Meanwhile, the mercenary VANA SAGE has undertaken a dangerous assignment for the Trade Federation, a mission that will lead her to a perilous discovery.

And on the planet Lok, the pirate captain NYM prepares for his next raid, unaware that the Trade Federation is planning a deadly gambit that will spell doom for his homeworld and force three unlikely heroes to save the galaxy....

Game Introduction

The galaxy is in peril and only you can save it. Throughout this beautifully-crafted game, you take on the roles of our three heroes: Rhys Dallows, Vana Sage, and Nym. You'll be involved in massive battles in space as well as planet-side missions. Tensions run high and the action is fierce. You need all the help you can get.



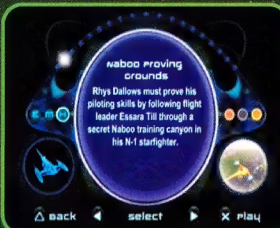
Star Wars Starfighter™—*Prima's Official Strategy Guide* is the tool to tip the scales in your favor. The "Flight Training" section is the perfect place to get your feet wet. Learn all the tricks to flying and aerial dogfighting. The advantages and disadvantages of each starship are spelled out here also.

After you've graduated from the Flight Training section, you can move on to the actual missions. Turn to this section if you're stuck. We reveal how each mission objective and bonus goal can be achieved on the Hard difficulty setting. Sometimes, this involves general strategy. Other times, it involves the precise execution of tasks in a sequential manner. There's always more than one way to complete a mission. Consider us your astromech droid: we point out the key points and let you fly the mission. May the Force be with you.



Game Modes and Options

Play



This is the regular mode where you play the actual missions. The 14 missions run in a sequential order, but after you beat a mission you can go back to it through the Mission Selection screen and play it as many times as you want. You also can change the difficulty settings and replay those missions where you might not have accomplished all the bonus goals.



Missions

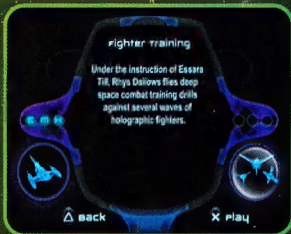
Naboo Proving Grounds
The Royal Escort
Contract Infraction
Secrets on Eos
Piracy above Lok

Valuable Goods
Eye of the Storm
Taking the Offensive
The Crippling Blow
The New Resistance

Midnight Munitions Run
Rescue on the Solleu
Last Stand on Naboo
The Final Assault

Bonus Missions

Bonus missions contain 12 extra game features. Six are actual missions, four are vehicle selections, and two are for a multiplayer option. These different features are unlocked with certain medals: bronze, silver, or gold. Bonus missions can only be unlocked by earning medals in the regular missions. Each bonus mission requires certain medals from a combination of regular missions in order to be unlocked.



TIP

To unlock the bonus missions, you only need to earn those medals listed for each bonus mission on the Easy, Medium, or Hard difficulty setting. Set the regular missions to Easy to unlock the bonus missions more quickly.

Bonus Missions

Fighter Training
Ground Attack Training
Charm's Way

Canyon Spirit
Outpost Attack
Space Sweep

Vehicles

Once unlocked, these vehicle selections allow you to return to any mission with that vehicle. Want to fly the Naboo Proving Grounds with the Havoc? Here's your chance.



Guardian Mantis
Havoc

N-1 Starfighter
Infiltrator



Two-Player Missions

Go head-to-head with a friend in these competitions.

Canyon Race
Capture the Flag

Load Game

Here you can reload a previously saved game. You can save up to eight games on a memory card. As you play through the game your progress is saved automatically to a memory card for later use. When you return to play the game, you can pick up where you left off.

Options

Controller Setup

Use this option to modify the controller to your liking. You can customize your controller configuration, y-axis, vibration, or analog stick sensitivity.

Sound Setup

This option allows you to adjust the sound of the game. You can modify the music, sound effects, voice, or stereo/mono features.

Save

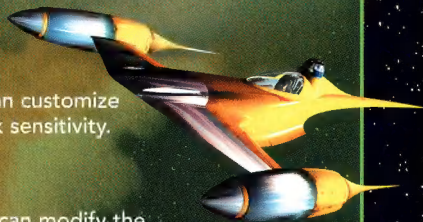
This option saves any changes you have made to the settings.

Code Setup

Find any cool codes? Here is the place to enter them. Type in the code, then select it for your results.

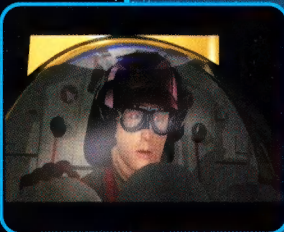
Defaults Restore

If you're not happy with the changes you have made, use this to return to the previous settings.





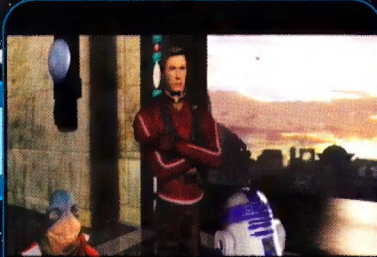
Rhys Dallows



Born on the edge of Theed, Naboo's capital city, Rhys is a strong-willed rookie pilot who always dreamed of joining Bravo Flight. Raised by his schoolteacher mother, Rhys never really knew his freighter pilot father, who went missing during a routine mission. Much to his mother's dismay, Rhys yearned to follow in his father's footsteps and travel the galaxy.

Rhys gets his chance to suit up when he is invited to join Bravo Flight and defend his homeworld. While he has much to learn about space combat, he quickly finds guidance in ace fighter pilot, Essara Till, the daughter of a Naboo politician. Under Essara's tutelage, Rhys learns both defensive and offensive maneuvers.

- Age: 22
- Gender: Male
- Species: Human
- Origin: Born and raised on Theed, Naboo's capital
- Starfighter: Standard N-1 Starfighter





Vana Sage

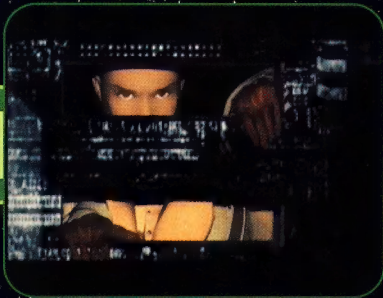


- Age: 30
- Gender: Female
- Species: Human
- Origin: Raised on Alderaan
- Starfighter: The Guardian Mantis



A disenchanted starfighter pilot, spy, and adventurer, Vana grew up on Alderaan and left the planet at age 15 to work side-by-side with several bounty hunters. Her adventures took her to Naboo, where she served in the Royal Security Forces. Vana felt at home there, but she also believed the government was foolish not to build a stronger military force. After Vana's requests to strengthen the military were rebuffed, she left the planet.

Since then, Vana has gained a reputation for working for the highest bidder. Recently, she used her keen tactical mind to capture the alien pirate, Nym, for the Trade Federation. Vana is still employed by the Trade Federation, but she's beginning to feel uneasy about the alliance.





Nym



Orphaned at an early age, Nym is a Feeorin, an alien species found on a few Outer Rim worlds. Criminals on the planet Lok raised Nym, but his meager upbringing gave him plenty of time to hone his tactical skills. Regarded as a brilliant tactician, he is a respected pirate captain. Nym is just greedy enough to keep his pirate crew in business, and he often plans nonviolent raids among the Core Worlds.



Nym's banditry recently became bothersome to the Trade Federation, who hired Vana Sage to capture him. While Vana was able to detain him briefly, Nym's crew helped him escape from the clutches of the Trade Federation. As a result, Nym is more willing than ever to put Trade Federation targets in his sights.

- Age: 30s
- Gender: Male
- Species: Feeorin
- Origin: Raised on the planet Lok
- Starfighter: The Havoc



Flight Training

Before you take on the Trade Federation, be familiar with your starfighter. While your starfighter's fancy weaponry can make you a formidable opponent, you're harmless if you don't have a solid grasp of flight fundamentals. Perfect the following techniques to make the missions less frustrating.

Movement

Before you join in aerial dogfights, learn to fly. Here are the basic flying techniques you must know.

Stop and Go

It's crucial to know when to put the pedal to the metal and when to lean on the brakes.

Why wait for your enemies to come to you? By boosting toward them, you shorten your mission time for those precious bonus goals. Boosting also brings you in closer for a more accurate shot.



Lean on the brakes as you approach stationary or slow-moving threats. Slow or stationary enemies have tough armor or shields. By braking as you approach them, you can pummel them with laser fire while staying far out of their range.

Power Slide

Power sliding is the quickest way to make a turn, and it's an invaluable tool in dogfighting. It whips you around much faster than a regular turn. The power slide also works for turning up or down, not just left and right.



Use the boost to pick up a little speed.

When you want to turn, let go of the boost and immediately slam on the brakes as you turn. Blam! How'd you turn around so fast?



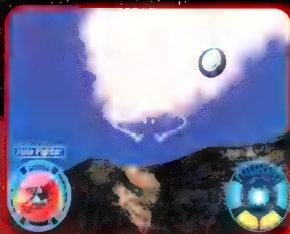
Rolling and Auto-Level

On space-based missions, don't worry about up or down. But on land-based missions, it is easy to get disoriented if you're upside down. Rolling straightens you out. Faster yet is the auto-level function. When you activate this function, your starship automatically returns to right side up with the horizon. Steering is really tricky if you're not level with the horizon. Use the auto-level as often as needed.

Obstacles and Boundaries

Always be aware of your surroundings. Hitting any solid obstacle sends you reeling in another direction. This is costly in combat situations. Your shields also pay the price.

On the land-based missions, invisible "ceilings" limit your altitude. Fly too high and you hit this boundary. It doesn't damage your shields, but it flips you around unpredictably. Running into the ceiling during a tight dogfight means defeat.



One minute, you're flying smoothly into the area.



...the next, you don't even know what direction you're facing.

Equipment Use

Knowing your cockpit and being able to use it to its full potential is the difference between victory and defeat. Your starfighter's HUD provides loads of critical information.

Target and Auto Target

Your targeting system is what you use the most. Without it, you're lost. Your targeting system has two modes: manual and auto. The auto target locks on to the nearest enemy. When that enemy is eliminated, it automatically locks on to the next nearest enemy. The locked-on enemy's name is displayed in the bottom left corner of the screen. If you are looking for one particular type of enemy, keep tapping the auto target button until you find it.

The manual targeting system is useful for identifying targets in front of you. Point your sights in the target's direction and tap the manual target button to lock on to it. This is the best way to find targets for your guided secondary weapons.

NOTE

The auto target feature locks on to the most important target at the moment. Don't doubt; just go after that target.



Press and hold the manual targeting button to activate the sensor targeting system. This lights up all possible targets in your field of vision. Move your sights over a target to make it the current target. This is the fastest way to find enemies in the area.

Sniper View

Can't see that far? Use your trusty sniper view to zoom in on the action. The sniper view allows you to see and shoot at enemies from a greater distance.

CAUTION

At long distances, your cannon fire takes some time to reach its target. Shoot ahead of a moving target to make sure it hits.



Those hate starfighters sure are hard to hit from this distance.



That's much better.

Objective Pointer

In the chaos of combat, it's easy to get disoriented. In situations where you must protect or attack certain targets, the objective pointer is your savior. Dogfighting can turn you in every direction. To find your objective again, orient yourself so that the arrow is pointing directly away from you. Its tip should be in the center circle. You are now facing your target.



Objective Critical Indicator

When one of your objectives is to protect a friendly unit, this little light tells you when it's under attack. Find it above your secondary weapon's ammo indicator. It flashes red, accompanied by a low tone, when your objective is in trouble. Watch this so that you can turn your attention to its attacker.

Wingmates

There's no shame in needing a little help. In some of the missions, you have wingmates to back you up. By default, they are ordered to defend you. This means they engage any enemies that are foolish enough to attack you.

Depending on the mission objectives, it's sometimes better to have them defend or attack a certain target. Have them attack targets with heavy firepower to draw their fire. Don't feel bad, they are near invulnerable in most missions. In time-sensitive missions, your wingmates can start weakening armored targets until you get a chance to attack them yourself.

In defensive missions, set your wingmates to defend the target. They'll attack any enemies who dare attack your set target. In the meantime, you can concentrate on other objectives or goals.



TIP The "report in" function of your wingmate commands is useful only for informational purposes. Press this button and your wingmates report in. All this does is let you know if they're all still alive.

Dogfighting

If your dogfighting skills aren't up to par, you won't make it far in this game. Ideally, avoid dogfighting altogether. Catch your enemies before they reach you to save time and damage to your shields. Sometimes, however, you have no choice but to take your enemy in a head-to-head aerial battle.

On the harder difficulty levels, enemy fire proves fatal. Avoid engaging your enemy head on. If their fire hits you, it does more than damage your shields; it robs your ship of its weapons mass. When faced with enemy fire, change your flight trajectory. The enemy starfighters have trouble tracking you if you fly at odd angles. Add a couple of rolls while you fly, and they'll be thoroughly confused.

Use the power slide. There's nothing worse than chasing an enemy in circles. Use the power slide to whip your starship quickly around.



TIP If you're in a swarm of enemy starfighters, all itching for a piece of you, keep your finger on the fire button. In a dogfight with multiple enemies, you stand a good chance of hitting stray fighters as you maneuver toward your intended target.

Naboo N-1 Starfighter

This sleek yellow starship is elegant and practical. It is known for its agility, precision control, and raw speed. The ship is also equipped with strong deflector shields, but beware that it has a limited number of secondary weapons.

Twin Nubian
Sub-Light
Pulse Engines

One-Person
Cockpit

Astromech
Droid

Engine
Heat Sink

J-Configuration
Space Frame

Laser Cannons/
Torpedo Launchers

Chromium Finish
Denotes Royal Status

Primary Weapon

Laser Cannons

Secondary Weapon

Proton Torpedoes

These do not
Not available until Mission 2.

Advanced Secondary Weapon

Advanced Proton Torpedoes

This is a warning toward targets used.
Not available until Mission 8.

N-1 Starfighter Notes

As a member of Bravo Flight, Rhys Dallows pilots an N-1 Starfighter. Bravo Flight uses the N-1 Starfighter as the main craft in its air force because it's easily the quickest and most agile of the three. Therefore, it makes a formidable opponent against the Trade Federation. Add to that its proton and advanced proton torpedoes and it becomes one of peaceful Naboo's most valuable assets. However, its secondary and advanced secondary weapons are limited. They do not recharge.



The N-1 Starfighter is quick and maneuverable. It was made to navigate through narrow canyons as well as (you) in dogfights.



The proton torpedo is a force to be reckoned with. It packs a powerful punch and can track its target.

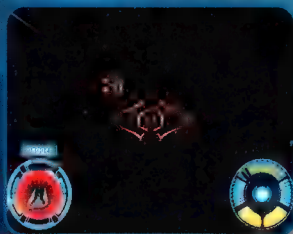
Enemies in tight formations are the N-1 Starfighter's specialty. Charge an advanced proton torpedo up and watch the destruction of multiple targets.



CAUTION

One advanced proton torpedo uses up two proton torpedoes. Ration them wisely.

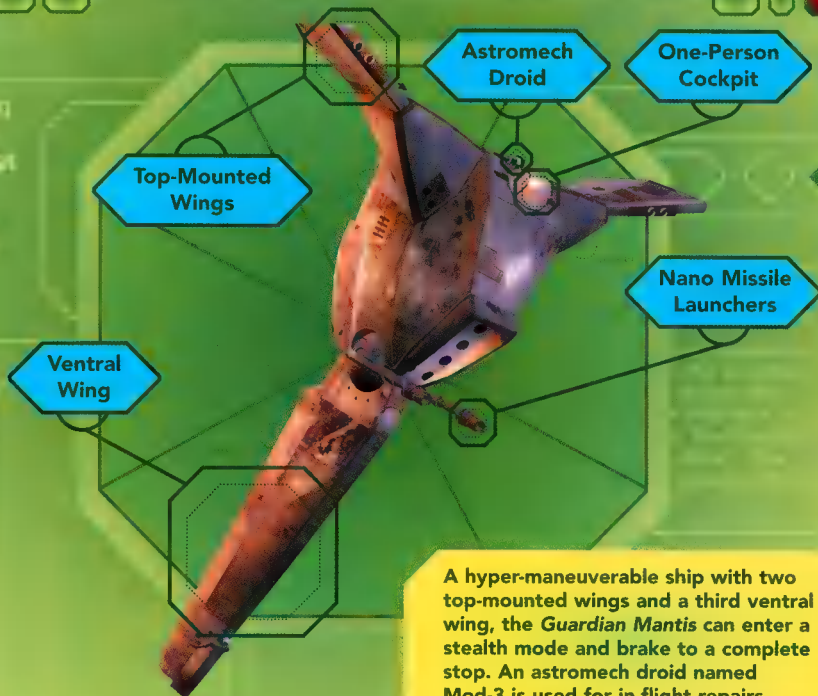
Make sure your targeting sight turns red before you release the proton or advanced proton torpedoes. Red indicates that your target is locked. With only 10 torpedoes in your arsenal, you don't want to miss a single shot.



The Guardian Mantis



00000000
00000000
00000000
00000000
00000000
00000000
00000000
00000000



A hyper-maneuverable ship with two top-mounted wings and a third ventral wing, the *Guardian Mantis* can enter a stealth mode and brake to a complete stop. An astromech droid named Mod-3 is used for in-flight repairs.

Primary Weapon

**Sensor-Guided
Nano Missiles**

These missiles are used to track and target enemy ships. They are highly accurate and can be used in a variety of ways.

Secondary Weapon

**Ion-Enabled
Sensor Tags**

These tags are used to track enemy ships. They are highly accurate and can be used in a variety of ways.

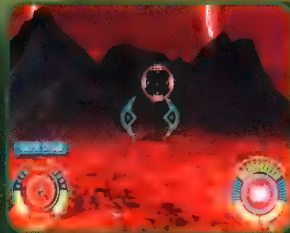
Advanced Secondary Weapon

**Ion Encumbrance
System**

This system is used to track enemy ships. It is highly accurate and can be used in a variety of ways.

Guardian Mantis Notes

Vana Sage's Guardian Mantis has both decent power and maneuverability. It is the most well-rounded craft of the lot. The repulsorlifts can be adjusted by Mod-3 to allow a dead stop. The Guardian Mantis's primary weapons may look like any other laser, but they are actually sensor guided nano missiles. After an enemy is tagged with the secondary weapon, the nano missiles track and seek out the enemy. As if that isn't enough, tagging an enemy tears down its shields, requiring fewer shots to destroy it.



On Mission 6, Secrets on Eos, you can come to a complete stop. Take advantage of this by shooting out the droid turrets from afar. The braking ability allows you to destroy them without the danger of drifting toward them and taking fire.

CAUTION

You cannot brake like this in all missions. If you try it any other mission, don't be surprised if you slowly move toward your enemy.



Ahh, the heart and soul of the Guardian Mantis: the sensor-guided sensor tags. Tag your enemies with one of these to completely drain their shields.

Once the target is tagged, the nano missiles find their way to it. You can even aim in the exact opposite direction of the target and still not miss. If the nano missile runs into anything on its way, that thing takes the damage. Always fire an ample number of nano missiles in case they get sidetracked on the way.



TIP

You can tag multiple enemies at once if they are close together or behind each other. Line your sights up to take advantage of this. But remember: The nano missiles only seek the currently targeted enemy. The red circle around the target indicates that it is the current target.



The Guardian Mantis is equipped with an advanced secondary weapon called the ion encumbrance system. This powerful weapon completely disables its target. If it connects, the enemy malfunctions. The drawback to this is its range. You must be dangerously close to your target for it to reach.

The Havoc

The *Havoc* is among the most experimental and dangerous craft. The bomber was recently stolen by Nym and his crew, who then made numerous modifications to the already deadly vessel. Equipped with heavy shields and an automatic rotating turret gun, the *Havoc* also boasts six laser cannons and two bomb chutes.



Primary Weapon
Dual Triple-Laser Cannons

Secondary Weapon
Energy Bombs
Target using the special blue targeting sight on planetary missions.

Advanced Secondary Weapon
Plasma Scourge
With an effect of napalm, this weapon can destroy multiple targets at a time.

Havoc Notes

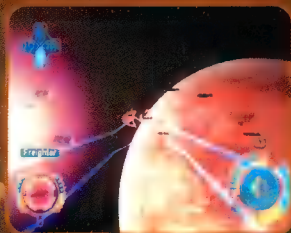
Nynn's bomber, the *Havoc*, is aptly named. In terms of sheer power, the *Havoc* is a monster. With heavy shields, six mounted laser cannons, a rotating turret gun, and two bomb chutes, it is easily the most destructive starfighter in the game. Its plasma scourge spells doom for single or multiple targets. However, all this power doesn't come without cost. The *Havoc* is slow and has limited maneuverability.



The lack of gravity in space allows the heavy bombs to fly through the air.

The *Havoc*'s six lasers hit through targets faster than any other lasers.

Jump away! For grounded targets, one energy bomb does the trick. Aim with that special blue ground-targeting light.



For heavily armored targets, the plasma scourge is the only way to go. Though it takes three energy bombs to charge, it does an incredible amount of damage.

CAUTION

Time the plasma scourge carefully. It takes a long time to charge. And when you release it, make sure it hits the target. Be careful!

The *Havoc* is slower, which makes dogfighting more difficult. It requires you to be more accurate with your shots. But with these powerful cannons, a few shots is all it takes.



NOTE

Mounted on top of the *Havoc* is a rotating turret gun. It peppers nearby opponents with laser pulses. While it's completely automatic and you have no control over it, it makes dogfighting a little easier. It isn't very powerful, but it's still helpful.



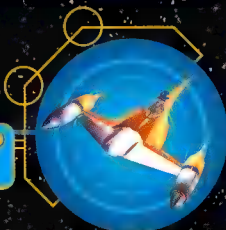
Mission 1: Naboo Proving Grounds



Rhys Dallows



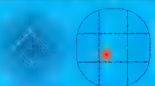
N-1 Starfighter



How embarrassing. You haven't even begun your advanced starfighter training and you're caught sleeping on the job! No worries, your flight instructor, Essara Till, doesn't seem too upset. However, she does seem anxious to get you up to speed. Could it be that she has an important mission for you? Maybe. Maybe not. Either way, Essara isn't going to take you anywhere until you pass this training course, so hop to it.

OBJECTIVES

1. Destroy all first canyon mines
2. Destroy all second canyon mines
3. Destroy training droid
4. Destroy all holo starfighters
5. Defeat Essara



BONUS GOALS

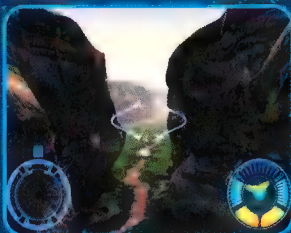
1. Destroy all bonus mines
2. Complete mission in less than four minutes
3. Win race against Essara

Mission Briefing

This is only a training mission, so it shouldn't be too difficult. Just fly through the canyon and listen to her instructions. Don't let her intimidate you.

Master Objective 1

You must destroy the training droid in the clearing before you can move on to the next area. Use a jump or the mines by shooting your way across before you encounter the clearing.



CAUTION

Like any other mines, these explode if you get too close. Keep your distance or your shields will pay the price.

Use your own targeting system to hit the mine as you go. This ensures that you don't miss any, even if you can't know where they all are.

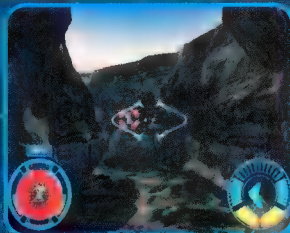


Mission Objective 2

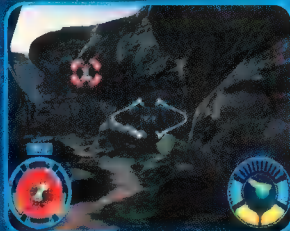
TIP

When precise flying is key, use the auto-level function of your ship as often as possible. Flight is much more intuitive when your fighter is level.

Your next task is a little trickier. You now have all of those junky mines to destroy. This time they are hidden throughout a narrow and treacherous canyon.



Watch for the level changes in the locations of the mines. If the next mine is above your current plane, start pulling up so that when it comes into sight, you are already at its level. It's easier and faster to shoot at a level object than at one above or below you.



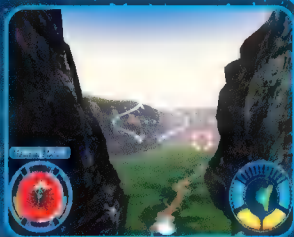
TIP

The sides of the canyon can take a good chunk out of your shield and hull. Don't hesitate to brake if you are in danger of scraping the sides. It's better to lose a few seconds off your time than to smash into the canyon's side. The exception is braking immediately after a boost. This could make you slide into a wall. Let go of the boost button for a short time before braking.



Mission Objective 3

As soon as you've destroyed all of the enemy mines, you will sight your next target automatically. Now before you start the clearing, your target is a living droid.



Use your target view to get a bead on it from a distance. With a steady hand, you should be able to drop the droid without taking much damage.



Mission Objective 4

Once the droid is destroyed, a blue hole will appear at the far end of the canyon. This is your next target. Just as the droid is in sight, start pulling up so that when the hole is in sight, you are already at its level. If you're skilled, the hole will appear when you even make it to the canyon.

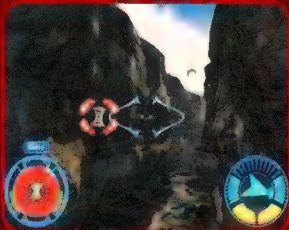


Preparing on how quickly you drop the first hole is important. The second one appears, the second you fly back to the canyon. About your way forward, it will hit your time counter. Be brave.

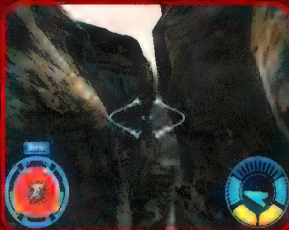


Bonus Goal 1

Did you notice a mine or two as you chased down that second holo starfighter? These are the bonus mines. Eight of these pickups are strewn about this canyon.



The bonus mines are not automatically called up on your targeting system. You must manually tap your auto-targeting button to highlight them up. You only have to do this once. The mines are easy to miss if you don't turn on your targeting system. Knowing where the next mine will show up greatly improves your time for the course.



Mission Objective 9

Thought you were done with those pesky holo starfighters? Not a chance. As you approach this next clearing, zoom in to the far side of the arena, just under that holoprojector. Have your laser cannons ready because that's where the next two holo starfighters appear. Blast them out of the sky.

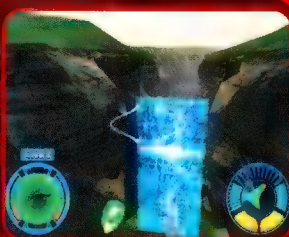


You're not done yet, ace. As quickly as possible, boost your way to where those fighters appeared and turn around so that you're facing the canyon you just emerged from. Zoom in and you'll see the last three holo starfighters coming toward you. If you hold down your brakes and fire at them from here, you can get all three before they break formation.



Bonus Goal 3

Good work. Once those fighters are gone, prepare yourself for a friendly little race against Essra. Position yourself near the blue holographic wall and boost your way through as soon as it drops.



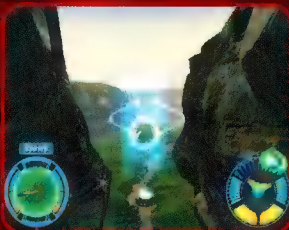
TIP

Listen for Rhys to say "You're on!" The holographic wall disappears right after this. Time it just right to get a running start!

CAUTION

Be careful not to cheat and go through the wall before it disappears. If you do, you'll forfeit the race. You know what they say about cheaters...

Essra isn't too quick herself, so boost your way through the canyon on a fast but careful pace. Smashing into a wall does you no good. When you see the final holographic wall, that's your cue to punch it.



Bonus Goal 2



7-1 Starfighter



Look at you now. Just a while ago, you were struggling with the holo starfighters. And now, you and Essara Till are escorting Queen Amidala to a meeting with the Trade Federation. All looks well as you approach the Trade Federation ship, but Essara's feeling a little uneasy about the whole thing. Her uneasiness is soon realized as you spot some unidentified crafts. To make matters worse, the Trade Federation ship just disappeared! Looks like it's up to you and Essara to protect the Royal Starship until it can make the jump to hyperspace. Don't blow it.

1. Protect the Royal Starship

1. Royal Starship takes no hull damage
2. Destroy all merc daggers in less than one minute
3. Rhys destroys all merc dianogas

Your first mission could be more important than you think. If you're successful, you'll have your hands full trying to snipe them all. Keep your eyes peeled for those pesky enemies because they're always lurking in wait for the perfect low-level threat to take down. You can't afford to let them slip away.

Bonus Goal 2

Five main diggers are going to be brought to destroy in less than a minute. You'd better get cracking then! The moment you gain control of your starfighter, tap your auto target

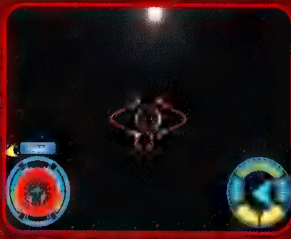


button to look on to your first dagger. Blast it to oblivion with a proton torpedo. Or, if you can do it quickly, use your laser cannon with the sniper view to ease proton torpedoes.

प

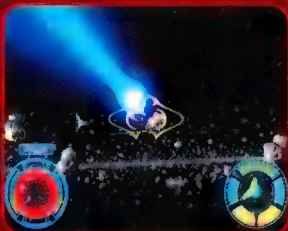
Before firing your proton torpedo at a locked-on enemy, remember to wait for your targeting sight to turn red. If it's still yellow or blue, your target isn't locked yet and the torpedoes will miss.

Once that first digger is destroyed, ignore the digger and move faster than were in formation with it. Make diggers your priority to achieve the bonus GWT. Tap your auto target button until you lock on to the next digger. If you haven't boosted around too much, it should appear, along with two others in formation, to your left.

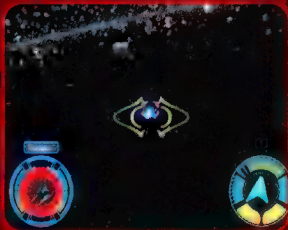


Mission 2: The Royal Escort

Technique makes all the difference when tackling enemies in formation. Give these three daggers a taste of deadly force. Ready your proton torpedoes and fire one as soon as your targeting sight turns red. Once the torpedo is launched, use the manual target function to lock on to one of the other two daggers in formation. Again, wait for the red go-ahead from your targeting sight before firing. Repeat this with the third one. Four down, six to go.



Use your auto-targeting system to find the main two waves of daggers and repeat with the proton torpedo. With some good aiming skills and luck, this bonus gets in the bag.



TIP

Even though using proton torpedoes is the fastest way to catch the daggers in less than a minute, you'll need those torpedoes later on. You can't avoid using them altogether, but with accurate aim, you can down a few daggers with just your laser cannon. The fewer torpedoes you use now, the easier it'll be later on.

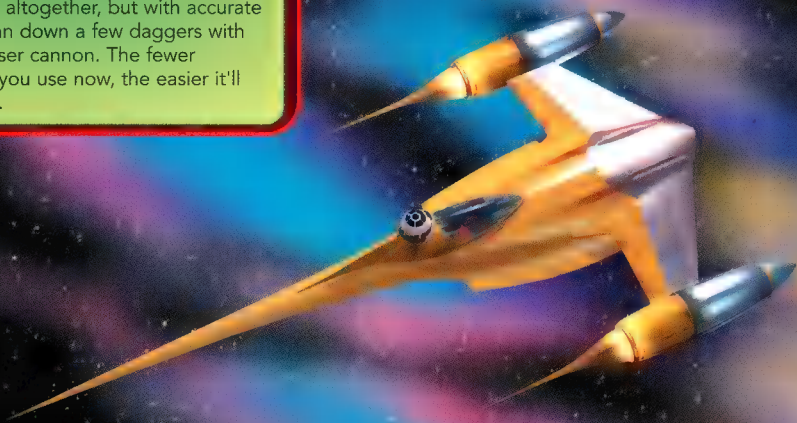
Mission Objective 1

Protecting Queen Amidala and the Royal Starship is no easy task. With enemy fighters all around, it's critical that you know where she is at all times. Try to keep her within sight to see if she is being fired upon. If she is, find where the shots are being fired from and engage the culprit.



TIP

With all the confusion, it may be hard to see the Royal Starship, especially once it enters the asteroid belt. Use the objective pointer with the manual targeting system to spot her.



Bonus Goal 1

The Royal Starship has a shield that protects it from taking hull damage. To complete this bonus goal, you must protect the ship so well that the shield isn't penetrated. Your objective critical indicator is an



invaluable tool for this. Each time the Royal Starship takes a hit, an alarm sounds and the indicator flashes red. This is your cue to find and deal with the attacker.

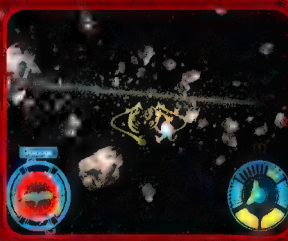
Dianoggs are the deadliest of the enemies you face on this mission. Their tough shields allow them to deal serious damage before you can destroy them. The Royal Starship will take a lot of damage if you don't keep a lid on them. Especially troublesome are the last wave of dianoggs. These are the ones that appear after you are informed that the jump to hyperspace is aborted. Drop everything and quickly target them; they can drain the Royal Starship's shields before you know it. Remember those proton torpedoes you were so stingy with earlier? Unleash them now.

Be quiet and accurate throughout the mission. The faster you reduce your enemies to cosmic debris, the longer the Royal Starship's shields will last. You need them to last long enough for the Queen to make the jump to hyperspace. If you hear the words, "Shields are down," you've failed Bonus Goal 1.



Bonus Goal 3

If you've done your job protecting the Royal Starship, you've destroyed most of the dianoggs. But wait of that last wave that prevents the jump to hyperspace. These dianoggs are tougher because there are so many of them at once.

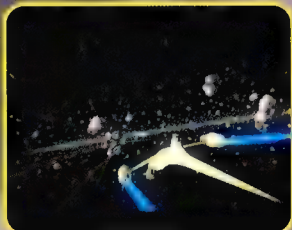


Unload any last proton torpedoes on them to prevent taking any unnecessary damage. Stay focused on protecting the Queen and the bonus goal should be a piece of cake.

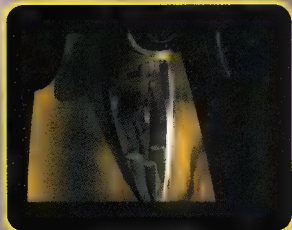
Mission Debriefing

Congratulations! You've nailed your first mission. The Queen's Royal Starship has successfully made the jump to hyperspace. Now, if you can only shake that last remaining starfighter off your tail. Before Elara's got away for good, she's got to make sure you're not out of the sky. To make matters worse, it looks like the Starship's engine is overheating. You've got to make sure you can handle the situation.

When you awaken, you find a Toydarian named Bell staring into your cockpit. With your starship in dire need of repairs, you make that is how you to the Starship. After a brief flight, you get to the point that you need the Starship. You need to make sure you can handle the situation.



When you awaken, you find a Toydarian named Bell staring into your cockpit. With your starship in dire need of repairs, you make that is how you to the Starship. After a brief flight, you get to the point that you need the Starship. You need to make sure you can handle the situation.



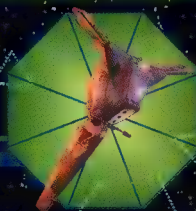
Mission 3: Contract Infraction



Vana Sage



Guardian Mantis



All right, Vana Sage, the Trade Federation wants to hire you for a new assignment. This one should be a walk in the park. All the Trade Federation needs you to do is to blow up a few of their new-fangled scarabs while observer droids record the battle statistics. Sounds simple enough, but you're feeling a little uneasy about your pact with the Trade Federation. It's just another reason to get this over with, quickly.



OBJECTIVES

1. Destroy all scarab fighters
2. Destroy all hunter-seeker droids
3. Defeat merc fighters



12:00:00
100%
100%



BONUS GOALS

1. Tag all scarabs
2. Complete mission in less than four minutes
3. Destroy all merc fighters

Mission Briefing

Tag each scarab with your secondary weapon. Use your secondary weapon to tag each scarab. Once a scarab is tagged as your current target, fire your main weapon at the scarab and send the tagged targets, destroying them without further aim. When you have a scarab as your current target, you can tag it as an enemy, a breeze. Tagging your enemies takes out their shields. Once you have tagged all the scarabs, you can collect your paycheck.

Mission Objective 1

Position yourself in front of each wave of scarabs so that you can shoot them all before they reach you. The scarabs in this mission are fairly easy to destroy, requiring only a couple of shots to bring them to a fiery end.



CAUTION

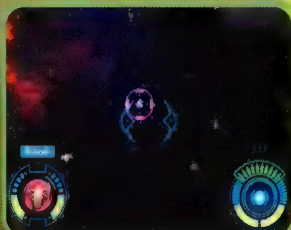
Remember where you are in relation to the large Trade Federation ship. It can take a good chunk off your shields if you run into it.



continued

Introduction

The first three rounds of starbats use heat lasers, so don't worry about taking damage if you get hit. However, the final onslaught of starbats uses live fire. Take a little more precaution when encountering those pests.



Mission Objective 2

Oops! You shouldn't have intercepted that transmission. Now the Trade Federation is terminating your contract by terminating you. You should have known better than to trust those Trade Federation slime balls. It's time to show them why they shouldn't cross Vana Sage!

The Trade Federation is now sending an army of hunter-seeker droids after you. Tag them as you flee. It's time to show them why Vana Sage is the only victor.



Bonus Goal 1

NOTE

Your *Guardian Mantis* is equipped with ion-enabled sensor tags as its secondary weapon. These helpful tags drain an enemy's shield and allow your nano missiles to track targeted opponents.



Tagging all the starbats you encounter makes completing Objective 1 easier. To tag a starbat, tap your secondary fire button when one crosses your sights. Once a starbat is tagged, firing at it once destroys it. This saves valuable time, letting you complete your mission in record time.

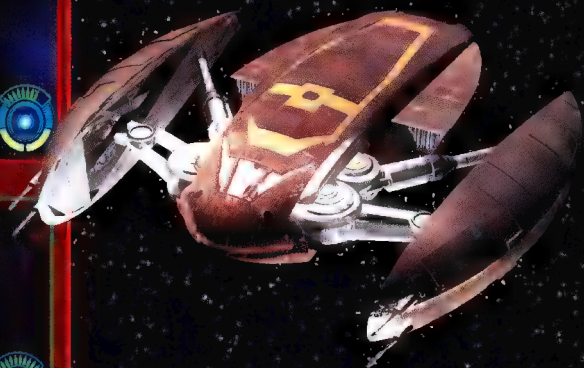
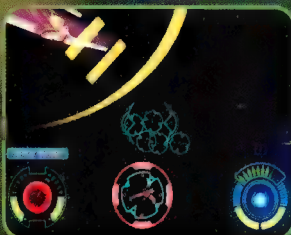


TIP

A carefully placed shot with your ion-enabled sensor tags can tag more than one target at a time if your opponents are flying in close formation. Take advantage of this and get a jump on your enemy by tagging multiple enemies at once.



Keep the army of hunter-seeker droids in your view to avoid being shot from behind. It is their MANTIS tag them if they are flying in front of you.





Mission Objective 3

Now the Trade Federation has sent some of their hired hands to finish you off. Tag these fighters as they approach you and start firing. The earlier you take care of these mooks, the less damage you take.



To complete this mission you only need to take out the dagger and morningstars. The dianoga will retreat once you have destroyed its buddies. It should know better than to mess with the one and only Vana Sage.

Bonus Goal 3

Act quickly to complete this bonus goal. Show no mercy and don't let the dianoga retreat once you have taken care of the other merc fighters. If you hear, "form on my wing," it means all of the fighters will hyper out soon. Destroy all the fighters before they get away and the bonus goal is yours.



TIP

To ensure that you obtain Bonus Goal 3, target the dianoga as soon as it appears. It will be trailing behind the first dagger that appears on your targeting sight.



You can spot the dianoga by looking for the yellow dialogue tracker. Once you find it, tag it and shoot it before it has a chance to think about fleeing. With the

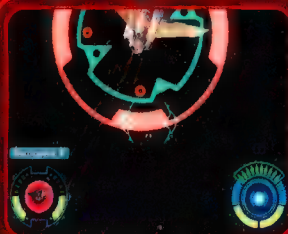
dianoga gone, you can concentrate on the rest of the fighters. Quickly destroy the rest of them to earn this bonus goal.



Mission 3: Contract Infraction

Bonus Goal 2

Completing this mission in less than four minutes is easy, thanks to your tagging ability. Tag everything to avoid wasting time on dogfighting.



Once something is tagged, manually target it and you can shoot it down with fewer shots. Once a wave of fighters is tagged, simply start firing into space until all your targets have disappeared.



Mission Debriefing

Nice job, Voss. Now it's time to dust yourself off and get out of here before the Trade Association sends some more of our friendly neighbors. You'll be in the hands of the Trade Association in about 4 min.



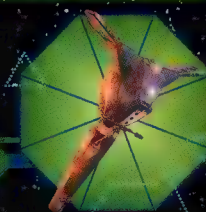
Mission 4: Secrets on Eos



Vana Sage



Guardian Mantle



So much for this planet being uninhabited, huh? It looks as though the Trade Federation is hiding a factory here on Eos, but a factory to make what? Don't stick around to find out. Before you can get out of here, you need to disable the giant shield trapping you on the surface. You must take out seven of the eight shield generators to disable it. You're sure to run into some security, so be careful, Vana, and watch your back.

OBJECTIVES

1. Destroy Shield Generator 1
2. Destroy Shield Generator 2
3. Destroy Shield Generator 3
4. Destroy Shield Generator 4
5. Destroy Shield Generator 5
6. Destroy Shield Generator 6
7. Destroy Shield Generator 7



BONUS GOALS

1. Destroy *Upstream* before droids are launched
2. Destroy all miner droids
3. Complete mission in less than eight minutes

MISSION BRIEFING

In this mission, hunter-miner droids are sent to search for the ore, which is the main resource. The main quarry will for some time be broken into two parts. The first part is the main quarry. By adjusting your position, you can break on a cliffside. This will cause the droids to be launched. The second part is just under the main quarry's cliffside. The droids will be launched from this cliffside and will stay on the surface. It is important to stay on the surface and not crash into the shield.

Bonus Goal 1



Immediately fly up to the center of the shield. Position yourself just underneath the shield's beams and lay on your brakes. Continue to hold down your brakes to prevent drifting into the shield.

CAUTION

Colliding with the massive shield damages your shields, pushing you back toward the surface. Use your brakes to remain stationary and to avoid crashing into the shield.



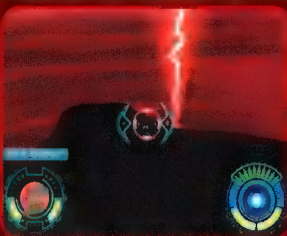
Mission Objectives 1-7



From your perch high above the fiery surface, pivot around, targeting the droid dispensers hidden in the dark mountains below.

TIP

From here, shoot down as many turret droids as you can. This makes your stay on Eos a little more comfortable. To save time, use your ion-enabled sensor tags to disable the turret's shields.



The droid dispensers are hard to see. You can identify them in the shadows by their six blue dots, lined up in two rows of three. Rely on your manual targeting system to identify the dispensers before destroying them. Slowly spin,

searching the mountains, by pressing your manual targeting button. Once a dispenser is in sight, fire at it until it explodes.

You must destroy six droid dispensers to obtain your goal. From this vantage point, you can destroy five. The final droid dispenser is hidden behind the floating factory. Stay high above the surface and move to the side of the factory to get a clear shot. Bonus Goal 1 is complete.



The shield generators are located around the perimeter of the mountains. They contain a pylon that emits a laser into the air, creating a protective canopy over the surface of the planet. A shield generator shows up on your target indicator as a pylon.



CAUTION

Keep an eye out for any remaining turret droids on the back of the mountains when destroying the shield generators. If you haven't shot any turret droids at this point, return to the top of the shield and take them out.

It's time to disable the shield so that you can get the heck off this planet. Stay high off the ground as you make your way around to each shield generator to prevent any confrontations with hunter-killer droids.



Shoot the shield generators from a distance to avoid crossing the path of any of the remaining turret droids on the back of the mountains. Use the sniper view to increase accuracy.

Speed up the destruction by using your ion-enabled sensor tags. These take out the shield generator's shields, leaving you free to blast before they blow. Circle around the sides until you take out the required seven shield generators.



TIP

Before destroying the last of the seven shield generators, ending the mission, head down to Eos's surface to obtain Bonus Goal 2. Once you have destroyed all the miner droids, blow up the final shield generator to complete the mission.

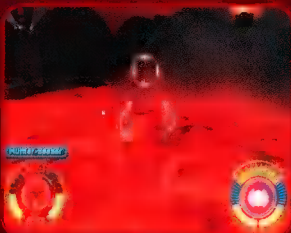
Bonus Goal 2

Miner droids are the small pill-shaped droids that scurry about on the planet floor. They don't show up on your targeting sight, so you cannot target them. These droids are harmless, but they're protected by hunter-seeker droids, making it dangerous to pursue them.



Look for eight miner droids travelling across the lava's surface in the center of the mountains. They don't run from you or change their course when fired upon, so shooting them should not be too difficult.

Fly down toward the lava floor and take aim at the tiny droids. Keep an eye out for any hunter-seeker droids that may be lurking around the area.



NOTE

The miner droids can be shot from high in the air with sniper view. The miner droids are harder to see from here, causing you to spend more time completing this bonus goal. However, it's a good idea if you are low on health and cannot afford to get hit by a hunter-seeker droid.



The miner droids run set routes around the large factory in the middle of the lava lake. At times they briefly go toward the mountains, then return to the lava. Circle around the factory until all the little mountains are destroyed.



Bonus Goal 3

The key to completing this mission in less than eight minutes is staying high above the ground, out of range of turret droids and hunter-seeker droids. From a high altitude you can shoot all of your



targets without wasting time defending yourself from attacks. Don't forget to use your ion-enabled sensor tags to disable a target's shields to save time.

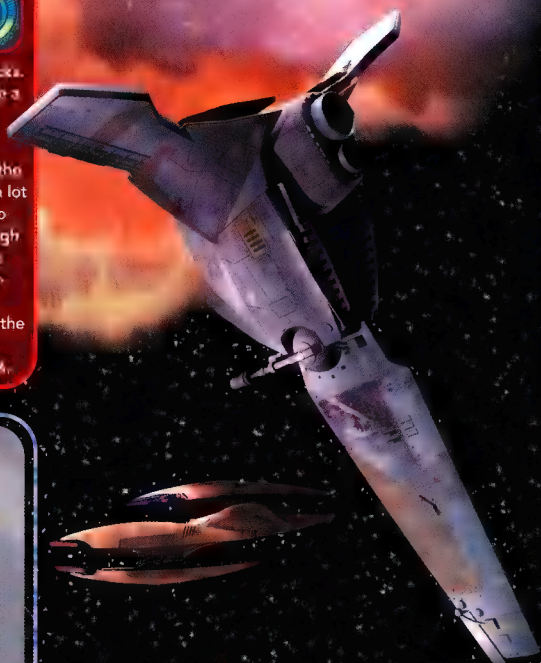


Fly down to the surface to destroy the miner droids—it's a lot faster than trying to shoot them from high above. You're still facing a few hunter-seekers, but they perish quickly with the help of your ion-enabled sensor tags.

Mission Debriefing

Way to go, Vase! With the sensors still functioning, you've finally got all of this burning planet covered. A few more, you think, before you take a pit with the local population. Now get home and relax, your reward.

Well, a special reward, certainly, is not awarded. "Congratulations, however, are in order for the way you did it. A good job, indeed, is an accomplishment. The fact you do this for your employer is commendable too. Thank you. Please, take your time. Relax and enjoy the information you gathered here."



Mission 5: Piracy above Lok



Nym



The Havoc



What's a pirate to do without a pirate ship? You've had a bone to pick with Vana Sage ever since she put you behind bars and took your bomber, the Havoc. But now that you're out, the tables are turned. Fortunately for her, she has some knowledge that could save her life. The Trade Federation has been pretty active. They have a factory that is mass-producing droids. What could they be up to? But first, you have to take care of Vana. Should you blast her? Nah. She might be useful later. Keep her locked up, though, so you'll know where to find her in case you need her.

OBJECTIVES

1. Disable one superfreighter
2. Destroy all scarab fighters
3. Destroy TF repair ships
4. Destroy all droid starfighters



BONUS GOALS

1. Destroy four TF freighters
2. Complete mission in less than seven minutes
3. Destroy missile frigate

Mission Briefing

It's time to get a few numbers. A reliable source of intel has provided you with a good idea. Fly in with your wingmen and disable one of the superfreighters. Destroy all scarab fighters, TF repair ships, and droid starfighters. The bigger targets are your priority, but take out any scarabs in between. Keep on the offensive because a few superfreighters will be yours in no time.

Mission Objective 2

The first thing you see in the distance is a colony of starships, including superfreighters and TF freighters with scarab fighters orbiting them. First, take out those fighters while you make your way to the freighters. If Nym is right, this first wave of attacks becomes a real nuisance.



TIP

Now you have a pirate crew to control. Assign them different targets. Use them to attack enemies if you're busy doing other things. Or assign them to attack heavily armed crafts to draw fire while you attack with minimal damage to yourself.

Put on your boosters and get to the action. You're on a time limit. Target the nearest scarabs for you and your wingmen and start firing. Somebody is in your orbit in different directions. Those pests from the scarabs can be a pain.

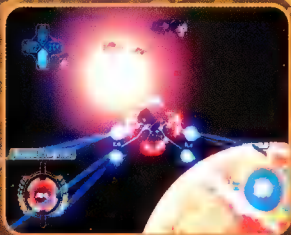


Mission Objective 1

With those fighters out of the way, you can get up close and disabling one of the superfreighters.

Choose one to attack and use eight or nine of your energy bombs along with your dual triple-laser cannons to disable the craft.

quickly. Don't worry, your energy bombs recharge.



They might take some time to recharge, but stay on your target. It's critical that you disable that ship. You should be able to disable a superfreighter before you receive much damage. Don't worry

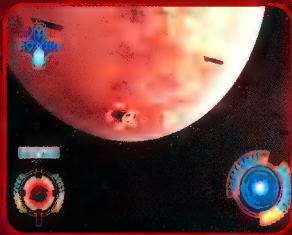
about those scarabs; they can wait until later.

TIP

Don't be afraid to fly up close to the superfreighters or TF freighters when you're on the attack. Being close helps ensure that your energy bombs find their targets. Just be careful of the superfreighters' lasers.

Bonus Goal 1

Take out four TF freighters flying close to the superfreighters next. If you don't destroy them early, they will escape while more enemies fly in to attack you.



Fly up close to those freighters. Four of your energy bombs, used in conjunction with your laser cannons will do the job. Ignore any scarabs shooting at you. You'll deal with them soon enough.

Mission Objective 2

Now take on those scarabs you've ignored for so long. If you haven't destroyed them already, set your wingmen to attack those fighters. They might outnumber your team, but they won't be a problem for an experienced pilot like you. Take out as many as you can, because you still have other ships to take care of.



Mission Objective 3

The Trade Federation really wants that superfreighter. Two TF repair ships show up to fix the damage. You're in big trouble if they get the freighter up and running.

Target those TF repair ships and blast each one with four or five energy bombs until they're nothing but scrap metal.



That repair ship is trying to repair the superfreighter. Teach the Trade Federation a lesson by targeting that ship fast, before the repairs begin, and blowing it to bits.

Mission Objective 2

You're close to commandeering that superfreighter now. Don't forget those scarabs still zooming about. Destroy any remaining scarab fighters that are running amok still. This is the last of them.



Mission Objective 4



Just when you thought you were done, the Trade Federation pulls a fast one on you. The disabled superfreighter is unloading its cargo. Uh oh. Those are droid starfighters.

The droid starfighters don't have very strong defenses. Rip them apart with a few laser shots. There are only a few left. Might as well have your wingmen help you out.



Bonus Goal 3

These TF repair ships didn't come alone. They brought a missile frigate for defense. Lots of hope your energy bombs have exploded. You're going to need most of them to destroy this bloaty.



Target that missile frigate, but your wingmen to attack it to draw its fire and weaken its hull. After a few blasts from you, the frigate is destroyed. If it gets in firing range, brake to avoid the missiles it fires.



Bonus Goal 2


It isn't too difficult to complete this mission in less than seven minutes. You already have flight experience and now you have wingmen to help you. Use them. Have them target enemy fighters and freighters around you. This way you can destroy more enemies and save some time.



Use your boost. Not only can it get you away from trouble, but it also brings you to far-away targets. Boost from enemy to enemy to shave seconds off your time.



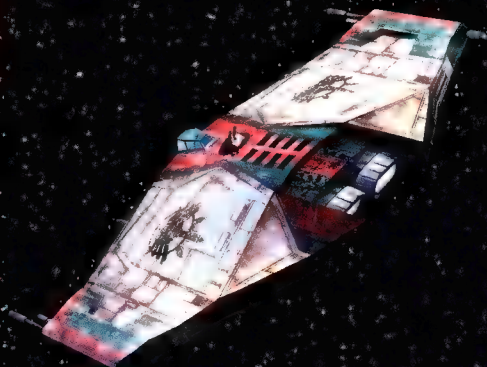
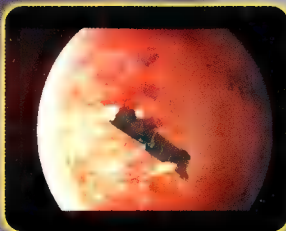
Re-charge with your energy bombs. Aim at your target correctly. A few missed bombs are costly. You have to wait for them to recharge while the time ticks away.



Mission Debriefing

Great job! You were able to double that superintender and dispatch the three Federal agents.

But it's not the
post-graduate
failure of the
country's
education system
that's the problem.
It's the failure of
the country's
economy. The
country's economy
is the problem.
The country's
economy is the
problem. The
country's economy
is the problem.



Mission 6: Valuable Goods



Nym



The Havoc



The disabled Trade Federation superfreighter fell to the surface of Lok and crashed near the river. Your pirate crew is on the scene to unload the contents, but you have to supply air cover. The Trade Federation is determined to get back that superfreighter. Keep one eye on the sky and one on the ground. Lots of enemies will come at you. Tanks roll in on the ground while scouts and bombers attack from the sky. Remember your objectives. You must protect the pirate freighter at all costs. You have to move fast and stay on the alert.

OBJECTIVES

1. Protect pirate freighter during loading
2. Escort pirate freighter



BONUS GOALS

1. Destroy dropships before tanks are launched
2. All pirate speeder bikes must survive
3. Destroy recovery freighter

Mission Briefing

This mission can be difficult. Enemies will try to get the superfreighter. You'll have to keep the sky and destroy an army of tanks on the ground. Remember, you're not alone. You have the Havoc. Use it to your advantage. Stay back and defend the freighter. Keep the Havoc in the air. You'll have to move fast and stay on the alert.

Mission Objective 1

Imperial forces target the two AABs to your left around the mountain. Use your energy bombs to destroy them quickly. Watch out for gunfire. These tanks can rip through your shields quickly.



Bonus Goal 3

In the distance is the recovery freighter. Assign your wingman to attack this craft. They can soften it up so when you come back later it will be easier to destroy. For now you have better things to do.



Mission 6: Valuable Goods

Bonus Goal 1

There are two dropships flying in. Target the one on the right. Use your boost to get to it quickly. Fly over the top of the dropship and unload your energy bombs while firing your dual triple laser cannons.



You won't destroy the dropship with one shot, so circle up and pour to fire at it again. A few more energy bombs do the job.

TIP

Use your boost a lot in this mission. With so many enemies attacking at once, you have to defend and attack multiple places throughout the mission. Using your boost gets you to these places faster so you can complete your objectives and goals. Your boost can also get you out of trouble if you fall under attack.

Mission Objective 1

Head back to my forward super-sight, zoom in to the right of it so you see some AAI tanks rolling in. Destroy them before they attack your speeder bikes on the ground. Use the energy bombs sparingly though, because you'll need them for some bigger targets.



TIP

This mission requires you to blow up a lot of tanks. They are small and hard to see, so use your sniper view to get a better look at your targets.

Bonus Goal 3

When the immediate threat of tanks has been eliminated, you can get back to the recovery freighter that your wingmen have been attacking. Get to the freighter before it gets away. Fire a few energy bombs at it to destroy it completely.



TIP

After the recovery freighter has been destroyed, your wingmen need something new to do. Those scarabs are really bothersome. Assign your wingmen to shoot them out of the sky.

Bonus Goal 1



Don't take your eyes off the play. You still have another dropship in the area. Luckily for you, it flew over your pirate freighter and those speeder bikes got in a few good shots. All it needs is a few well placed energy bombs to blow it up.



Mission Objective 2

The freighter is all loaded up and ready to go. It's going to take the river route to get to the cave entrance. It's your job to make sure it gets there safely. Continue to fire at your enemies; they seem to be everywhere, don't they?



Bonus Goal 2



There are still more tanks around. Go back and destroy any that you see along the river route. Look closely. Ignore those tanks blind into the background from far away. Even one tank can destroy a **freighter** like

Bonus Goal 2



After your freighter hits the water, your speeder bikes follow along the riverbank. Unfortunately a lot of AATs are set up along that path to take them out. Destroy the tanks before your speeder bikes get there so they don't take any damage.

Bonus Goal 1

The third and last dropship will **arrive** at any moment. Charge up your energy bombs and be ready for the dropship to land. When it starts to descend, rush in to attack. Drop your bombs and fire your laser cannons. That dropship won't be releasing tanks anytime soon.



Mission Objective 2

Around this time a squad of bombers flies in to do some damage to your freighter. Take a break from destroying tanks and concentrate on destroying bombers. Practice yourself, close behind them and fire away. You shouldn't have a problem sending them crashing to the ground.



Bonus Goal 2



If there are still more tanks along the highway, dismantle them quickly. They could attack your speeder bikes or worse, attack your freighter.

The last tanks are located near the cave entrance. They are just waiting for the chance to blow up your friends on the ground. Don't let them. Fire a few energy bombs and wipe them out.



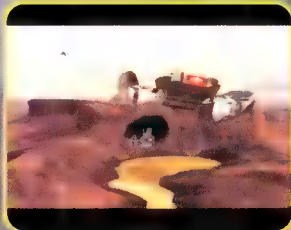
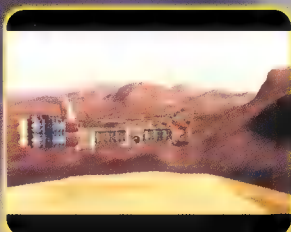
Mission Objective 2

You're very close now. The pirate freighter is almost at the entrance to the cave. But keep up your defenses. There are still scums around that won't be afraid of your jet. Assign your wingmen to help you shoot them down.



Mission Debriefing

The pirate freighter made it to the cave intact. Congratulations! You're going to get that cargo you've worked so hard for. But is this the last you'll see of the Trade Federation? Only time will tell.



Mission 7: Eye of the Storm



Nym



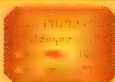
The Havoc



You've made it back to the planet Lok's surface with the stolen cargo. While slowing the cargo, your boys find some sort of transmitter among the haul. That could explain the mysterious disturbance in Sector 3. Scout 21-H5, on a routine patrol, runs into a fleet of Trade Federation goons. *Drat!* That transmitter led them right to you. Better get your motors running; this one's going to be a doozy.

OBJECTIVES

1. Protect evac transports during loading
2. Protect inferno turret
3. Escort evac transports



BONUS GOALS

1. Destroy dropships before tanks are launched
2. All decoy freighters must survive
3. Escort Jenkins to his FREEFALL

Mission Overview

The Trade Federation has holding tank on the surface. The mission is to keep the tanks from attacking or defending anything on the surface. The tanks are the main threat, which is the main goal. The one that care of yourself. The Trade Federation has a command center and an air force. It's best to stay in the air, because you can avoid the careful observation of the Trade Federation. For the most part, the mission is to keep the tanks from attacking or defending anything on the surface. The mission is to keep the tanks from attacking or defending anything on the surface.

Bonus Goal 1

Destroying the four dropships completes the first bonus goal and reduces the number of tanks crawling around. The first two dropships appear just above the opening in the crater that houses your base.



At the start of the mission, immediately launch out of the shell and turn your attention up and to the left. Load your wingman to attack the dropship on the left, but don't attack it yourself. This way, the dropship and

spreads things do later when you do attack it.

Mission 7: Eye of the Storm

While your wingmates are awakening that dropship, boost up over the ridge and toward the second dropship. Fire your laser cannons as you fly toward it to chip away at its shields. Don't stop until you're directly above it. Now, orient yourself so that you're looking down on the ship and drop energy bombs on it until it blows.



TIP

Immediately after you set your wingmates to attack the first dropship, notice the wave of scarabs flying underneath it. From this vantage point, before you head toward the second dropship, you have just enough time to destroy most or all of those scarabs. This is for

advanced pilots only, as it requires a high degree of accuracy. Keep your sights on them as they fly by and you can finish the wave off as your starship flips upside down. Return your attention to the dropships by the time you hear "Nym, stop those dropships," or you won't be able to destroy them in time for the bonus goal.

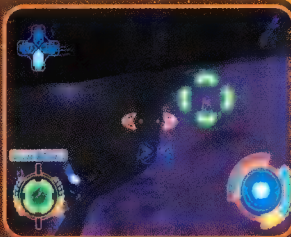


With the second dropship out of the way, boost over to the first one and orient yourself above it. Drop the rest of your energy bombs on it while barraging it with your cannons to blow it up. Energy bombs take time to recharge, so aim carefully.



Mission Objectives 1 - 2

Survive within the crater after the first two dropships are destroyed. The Infanop turn, and they outpace you. You must protect the base. With as much going on in this mission, accuracy and speed are everything.



Target all the scarabs and push them fast. You have a limited time to destroy as many as you can, because soon you'll have to turn your attention elsewhere. Order your wingmates to attack your targets to help speed things up.

TIP

When you've damaged an enemy enough to make it start spinning out of control and smoking from the back, consider it neutralized. Don't waste your time and ammo on it. Move on to the next target. Beware, however, that it may smoke without spinning out. Make sure it spins out.

Bonus Goal 3



Avoid the battle with the pinky scarabs; you learn that all of your men are accounted for except Jenkins. Scratch that; Jenkins comes. As you look out of the crater's opening, you see two craters. Jenkins is coming around the

side of the crater on the right. Tap the manual target button in this general area to find him.

Your mission is to get Jenkins back to base alive. After locating him, use the HAWK's sniper view to zoom in behind and above him. In the distance is a group of scarabs targeting him.

Manually target the sky above him to find them. If you hope to save him, you must start firing as soon as you can see them in your sniper view.





Using your wingmates is critical here. As soon as you have a scorb targeted, assign your wingmates to attack it. At the same time, send as many laser shots as possible in its direction. When you and your wingmates have destroyed a

scorb, manually target the next scorb for your wingmates immediately. You must join your wingmates in the attack to be successful. On the Hard difficulty level, there's very little room for error. Speed and accuracy are key. Keep Jenkins alive until he reaches the opening in the crater and you can move on to another objective. You'll be awarded the medal soon enough.

Mission Objectives 1 - 2

Leave Jenkins at the crater opening; he'll be fine from there. It's time to take out some tanks. Check out the two C-979s unleashing those AAGs. How nice of them to unfold them in such a tight formation. A few well-placed energy bombs in front of them should teach them a lesson.



Bomb as many tanks as you can before you hear about the bombers heading your way. Stay just outside the crater opening, just above the C-979s, and pelt the bombers with laser fire as they slowly fly by. Again,

your wingmates to attack them. Destroy as many as you can before they get too close to the crater.

Bonus Goal 1

Leave the bombers turn away from the crater, and look up to see the last two dropships in the distance. Make a beeline toward the one closer to the ground and junk it.



TIP

Do not target either dropship. You can destroy them without getting a lock on them. Instead, leave your targeting sights locked on the bombers back at base. With the bombers still locked in your sights behind you, send your wingmates to attack them. Why not let your wingmates clean house for you? Watch your wingmate command display to know when they've destroyed one. When they do, immediately have them attack the next bomber.

You've got plenty of time to destroy the last dropship now you're back at base. Still, you need to get back to the base, so make it snappy.

CAUTION

These dropships like to spin around as they drop down. If you're above them dropping energy bombs, aim toward the center. If you aim at the edge, you'll miss as the dropships rotate.

Mission Objectives 1 - 2

Get back to the base and help your wingmates clean it of enemy tanks. If you were able to save Jenkins, you'll notice him bombing tanks just outside the crater. Be quick and accurate. The decoy freighters are taking off soon and it'd be nice if they had a clearer sky.

CAUTION

Don't forget about tanks that may be in the base. Keep an eye out for them and bomb them. They are the ones that can do the most damage to the Havoc.

Mission 7: Eye of the Storm

Bonus Goal 2

The decay freighters are meant to draw the Trade Federation's fire as the actual evac transports prepare to escape. Look to the crown's center to see the first decay freighter flying off.




TIP The bombers are the most dangerous enemies when protecting the freighters. Target them first.

TIP The bombers are the most dangerous enemies when protecting the freighters. Target them first.

Keep near the decoy freighter as it lifts off. Set your wargamates to attack your targets. Remember to assign them as you destroy your targets. There are three decoy freighters to protect for the bonus goal. Keep at it until the evac transports can take off.

Mission Objectives 1 - 2

It's been a tough fight out, if you've kept at it, you are rewarded with the following "Objective Complete" message appearing on the screen.

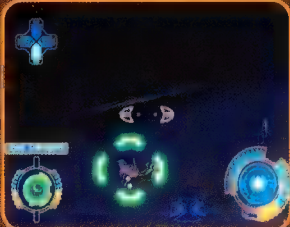


The screenshot shows the game's HUD. At the top, a blue banner reads "OBJECTIVE COMPLETE". Below it, two small character icons are visible. The bottom left shows a character's head in a circular frame, and the bottom right shows a blue circular gauge or radar.



Mission Objective 3

You're almost done. Now that the droids have drawn the Trade Federation's fire, the first wave transport can safely fly off behind the wave transport as you do the droids. If the droids haven't safely gotten away yet, keep an eye on them in case they need help.

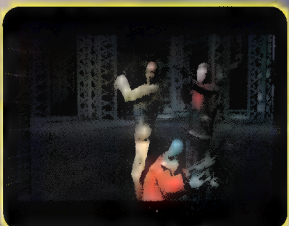


He said: "You didn't get the fuel just to let the basic transport get destroyed. Scan the sky for enemies and attack them with your wingmats. Keep at it; the mission is yours" before you know it.



Mission Debriefing

While you were able to save one of the ovas transports, the other one wasn't so lucky. The Trade Federation will pay for this. As a pirate, you've always had your hands prepared for such a raid. Explosive charges are an important component of a successful any remote, well-planned, the power of the charges will fly away from a target, which makes it a



Mission 8: Taking the Offensive



Rhys Dallows



N-1 Starfighter

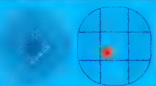


The Trade Federation has tightened up security since Vana was last on Eos. Protecting the planet is the standard arsenal of scarabs and droid starfighters. In addition, they have a powerful new cannon that fires from the planet's surface. It's your job, with the help of Reti, to penetrate the Trade Federation's orbital defense network so that Vana and Nym can get to the droid factory.



OBJECTIVES

1. Destroy orbital satellites
2. Destroy escaping TF freighters



BONUS GOALS

1. Destroy escaping superfreighter
2. Destroy all TF fighters
3. Complete mission in less than seven minutes

Mission Briefing

This is it, Rhys. Vana and Nym are depending on you to penetrate the Trade Federation's orbital defense network. Destroying the near-orbitals turns off the cannon. Expect heavy resistance from droid starfighters and TF fighters. Let Reti do most of the work on the satellites while you focus on the escaping TF freighters. The Trade Federation's heavy cannon will make things even more dangerous. Reti will help you out.

Master Objective 1

As soon as you start the mission, find and target the first satellite. Send Reti in to attack it while you concentrate on the freighters.



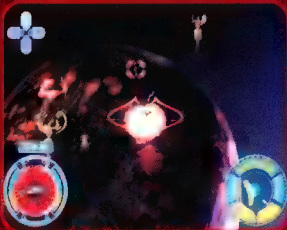
CAUTION

The cannon on the planet surface attacks periodically throughout this mission. As soon as you notice the cannon fire coming toward you, alter your flight path to avoid it. If it hits your starship, you're in trouble.

Mission 8: Taking the Offensive

Bonus Goal 2

With rusty Reti assigned to the first satellite, find the wave of scarabs headed your way. At this point they are still far off beyond the first satellite. Use your sniper view and sharpshooting skills to blow them up before they even reach you. If you destroy them fast enough, you'll have time to join Reti in firing at the satellite before your attention is needed elsewhere.



NOTE

Trade Federation starfighters appear regularly throughout the mission. When they do, the general rule is to drop whatever you're doing and destroy them as quickly as possible.



Mission Objective 2

Before you can destroy the first satellite, Watto informs you of a surge of TIE fighters in the vicinity. Leave the satellite to Reti and the gunners, aiming at the first freighter.

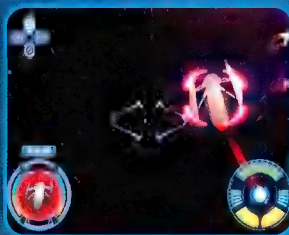


TIP

Get a jump on this second wave of scarabs by using your sniper view. Zoom in above the first freighter and look beyond, toward the planet. From this distance, they look like tiny, sparkling specks. If you destroy them now, you can concentrate on the first freighter in peace.

CAUTION

As you move closer to the freighters, note the trail of mines they leave behind. Shoot if you near one, or simply avoid them altogether. They can ruin your day real fast, not to mention your shields.



Watch out for incoming waves of mines coming at you with point-blank force. Your attack is too fragile for a moment and wave them out. Be careful about it, you don't want the freighter to escape. After the day.

Sniper view destroyed, focus on the next one.

Mission Objective 1



The first wave of scarabs is now sweeping through the area. That was when Reti destroyed the first satellite. It is unclear that you can see your own ship in the external display. As soon as it returns to its attack command, you know how much more this job and the satellite is down.

Scanning after Reti returns with satellite, seeing him to the next one. The first throughout the mission for all of those systems for the first one. Destroying the first one will end the mission. Have the first satellite and some completed at the same time.

TIP

Whenever there is a lull in attacking starfighters, give Reti a hand in destroying the satellites.

Bonus Goal 2

While Reti is chugging away at the second satellite, provide air cover for him. The scarabs on this mission have deadly aim, so be careful in your dogfight. Change your flight path often to confuse them.

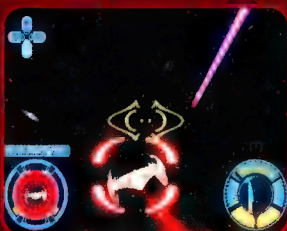


Bonus Goal 1



Thought you got rid of all the escaping freighters, huh? Well, here's another one. At least this one doesn't drop mines for you to stumble upon.

Throw laser fire at the freighter in between shots at scarabs and droid starfighters. The droid starfighters are tougher to destroy than scarabs, so give them all you've got. With them out of the way, you can annihilate this last freighter for a medal.



Bonus Goal 2

Reti should be on his third satellite right about now. Use this window to unleash all of your dogfighting skills on the remaining scarabs and droid starfighters.

If Reti destroys the third satellite before you destroy all of the starfighters, it is critical that you don't assign him to attack the last satellite. Instead, assign him to defend you. This prevents him from prematurely ending the mission.



While you don't want to destroy the last satellite just yet, you do want to damage its shields. Taking out its shields brings on the last wave of fighters.

Now, it's time to hunt down those things Enlist Reti's help to make sure he stays away from the satellite. You'll know when you've killed the last of them when you receive another medal.



Mission Objective 1



Once you're sure there's nothing left to do, unload your weapons and whatever proton torpedoes you have left on the satellite. That's the Mission complete.

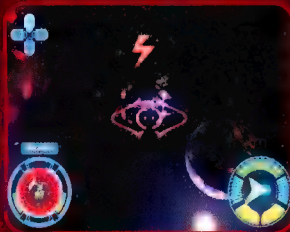
Bonus Goal 3

Seven minutes. That's all the time you have to achieve the final bonus goal. If you've kept on top of your game, seven minutes is plenty of time. Keep the following in mind to cut your time down.



The next wave of fighters comes when a satellite's shields are drained. Reti also warns you when time is on the move. If you can pick them off early enough, you can avoid a dogfight. Dogfights eat away at the clock.

You can't avoid dogfighting altogether. To make the seven-minute time limit, you need top dogfighting skills. Know how to maneuver efficiently and predict your enemy's movements.



While Reti can take out the satellites himself, you can speed things up by helping him. If you find that you've cleared the area of Trade Federation starfighters, fire on the same satellite Reti is shooting at.

Penetrating the shields on a satellite brings the next wave of fighters.

Keep the waves of fighters coming. You don't want to near seven minutes and have no left for the last wave to come. Make sure the last satellite's shields are down early enough for you to finish off the mission.

Don't forget to use your new advanced proton torpedoes. They use up two regular proton torpedoes but can destroy many more targets. It is possible to reduce a wave of fighters to one or two fighters with one well-placed shot.



Mission Dabbling

With the new Federation satellite shields down, you can destroy them with your proton torpedoes. The shields are down, and you can destroy them with your proton torpedoes. The shields are down, and you can destroy them with your proton torpedoes.



Mission 9: The Crippling Blow



Nym



The Havoc

An assault on Naboo is going to be difficult without a droid army. Your job is to follow Vana to the planet Eos and destroy any threat of a droid invasion force. You can expect a lot of resistance, so be prepared to fight. This is how heroes are made, Nym. May the Force be with you.

OBJECTIVES

1. Destroy landing pad
2. Destroy manufacturing building
3. Destroy power station
4. Destroy main factory
5. Destroy command center

BONUS GOALS

1. Destroy command center in less than one minute
2. Destroy planetary gun
3. Complete mission in less than eight minutes

Mission Briefing

Eos is littered with sensors and TF factory droids. Destroy them all to clear the way. Your goal is to destroy all the buildings, stopping out any threat of droid invasion. Once you've destroyed the TF factory, the command center, and the power station, you'll be in the planet in no time.

Mission Objective 5

TIP

Use the sensor targeting system to find each building. Look for the large brackets.

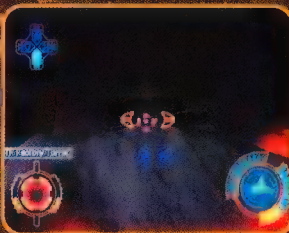
Your first target is the floating command center just beyond the mountains in front of you. The command center lies off if you don't attack quickly, so hurry. Blow up the TF turret on the mountain ridge in front of you as you make your way to the command center.



TIP

When shooting TF factory turrets, hold down your brakes as you approach. This gives you more time to shoot them before entering their firing range. If a turret begins to shoot at you, retreat and reapproach it to save wear and tear on your ship.

Two more TF factory turrets stand between you and the command center. Start with the one in front of you and then proceed to the one slightly to its right. Take care of both of these to avoid unnecessary damage. While shooting down the second turret, the turrets in your firing range.



TIP

The Havoc is now equipped with the plasma scourge. Hold down the secondary weapon button until it's fully charged and release. The plasma scourge damages multiple targets at once.

continued

Mission 9: The Crippling Blow

CAUTION

TF factory turrets are very dangerous if you venture into their range. Although they cannot spin all the way around, the turrets are placed carefully throughout the mountainside so that one always has a bead on you. Shooting them from a distance is your greatest defense against these shield-piercing punks.

TIP Vana is more maneuverable than Nym and will draw turret fire if you send her to attack the next building on your list.

With your plasma scourge aimed, take aim at the factory command center. Aim high to make your power-drained shot connect. Let it fly!



MISSION OBJECTIVE 5 IS COMPLETE.

Bonus Goal 1

Gain the first bonus goal by completing Objective 5 in less than a minute. Use your plasma scourge when shooting down the command center to speed things up.



Mission Objective 1



Time to give Vana a hand and destroy the factory's landing pad. Without a landing pad, there won't be any scout reinforcements to worry about, making Vana's job a little easier. The landing pad is to your left from the command

center. Use the sensor targeting system to find it.

After you target the landing pad, turn left to destroy two TF factory turrets that may get in your way as you head toward the landing pad. Follow your target tracker until you have the landing pad in sight.



TIP Whenever you come across a TF turret that might be near your path, shoot it down. It's worth the time to shoot any potential danger in advance to prevent taking any damage.



After you have the landing pad in sight, destroy the two TF factory turrets on the runway. If you are too close and get shot at, back up and shoot at them from farther away.

While clearing the landing pad of TF factory turrets, charge your plasma scourge. When the landing pad is clear, fire away! Circle around and give the landing pad a second shot from your plasma scourge. This ought to do it.



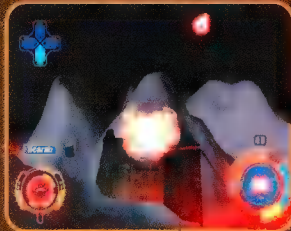
Mission Objective 2

The manufacturing building is hidden on the side of a mountain behind the landing pad. Cycle through your targets until the manufacturing building is selected. Make your way to the building, destroying any TF factory turrets you encounter along the way.



Approach the manufacturing building from the side. This makes it easier to destroy the last TF factory turret nestled on its walls, leaving you deal with them one at a time. Once you have shot down the turret, charge your plasma energy.

With two mighty blows from your plasma scourge, the manufacturing building will be out of commission. Next.



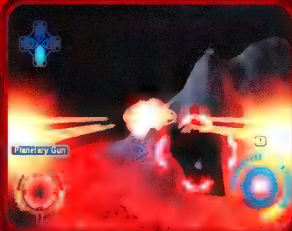
NOTE

You may be hit by a scarab or two throughout this mission. Don't panic or chase after little punks. Leave that task for Vana. She does have your back, so give her time. If necessary, move out of the way to avoid gunfire and then return to your position to finish your goal.

TIP

Hide in the hills on the right or left sides of the level while your bombs recharge.

Bonus Goal 2



It isn't a problem after you take care of the two TF factory turrets that surround it.



Scroll through your targets until you find the planetary gun. It is located near the manufacturing building, behind the factory power station. The planetary gun is aimed at the stars and has no interest in shooting you. Blasting

Don't waste any time here. Hit the planetary gun with a couple of charged up plasma scourge shots and be on your way. Can anything withstand your awesome firepower?

TIP

You must destroy the planetary gun before the last building to achieve the bonus goal.

Mission Objective 3

The factory power station is in the middle of the mountain, ringing in with a set of four. Approach it from behind to work up on the TF factory turret in front of the building.



With the TF factory turret out of your way, charge up a plasma scourge shot. Lay two of these juiced shots on the power station and watch the fireworks.

Mission 9: The Crippling Blow

Mission Objective 4

The main factory is in the middle of the heart of the power station. Cycle through your work as you progress and you need help finding it. First take out the 11 factory turrets protecting it.



Two charged shots from your plasma popper turn the milk factory into a fiery ball of debris. Remember to thank Vana for the aerial support as you destroy this first building.

Bonus Goal 3

To get through this mission in record time, you need to know your flight path. The better you know where you need to go, the faster you can demolish the factories below you.



Shoot down the enemy TF factory turrets that litter the mountainsides as early as possible. This saves you from having to dodge gunfire or turn around and retrace your steps once they are destroyed. Use your



order view to spot them from a distance.

TIP Ace pilots can skip shooting turrets altogether. Stay high and out of range while you drop your scourges.

Ace pilots can skip shooting turrets altogether. Stay high and out of range while you drop your scourges.



When shooting at the buildings, use your advanced secondary weapon, the plasma scourge. Its sheer power saves you time. Don't worry about using it up; it recharges.

Mission Debriefing

There are two main reasons why the
will be a very good idea. First, the
stable, reliable, and secure way to
get things done.

Mission 10: The New Resistance



Vana Sage



Guardian Mantis



What is this? The Trade Federation is setting up for a full offensive on Naboo. However, before these superfreighters can land, they need to refuel. This means that these munitions-filled ships are nothing but sitting ducks. Maybe Reti can hijack some of the munitions while you and your posse start destroying some of the armed freighters.

OBJECTIVES

1. Disable one armed freighter
2. Protect captured superfreighter
3. Destroy armed freighters



1:30:57.31, huan
h3r:97h3s: rdo
39.12.2011:9.1



BONUS GOALS

1. Destroy all droid escape pods
2. Complete mission in less than eight minutes
3. Destroy all missile frigates

Mission Briefing

Reti needs some cover in order to start this operation. Luckily, you'll be able to provide it, so that Reti can take control of it. Once Reti is in position, and your secondary is able to take control of the superfreighters, this leaves you the scorable and droid starfighters. Make sure you're in a good position to take them out. This saves you a lot of time by not wasting our entire force. Once you've taken control of the superfreighters, the Trade Federation is going to send out an entire fleet of armed missile frigates. Your ship's capabilities are up to par, Vana. Now stick it to them!

Mission Objective 1

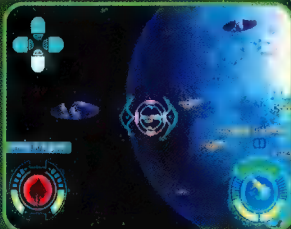
No time for introductions, got started right away. Use your sniper view to scope out the droid starfighter army coming in front of you. Try to tag as many as possible before you hear "Alright then boys, follow my lead!" For now, don't actually shoot at the tagged droid starfighters. Instead, focus your attention to the armed freighter on your far left.



TIP

The Guardian Mantis is now equipped with the ion encumbrance system. Hold the secondary weapon button until it's fully charged and release. The ion encumbrance system completely disables a ship.

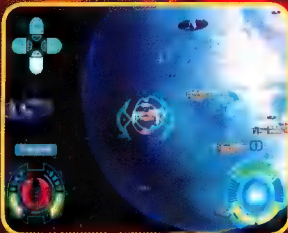
Target, tag, run! Run at this freighter. Because the freighter is tagged, you don't need to have it in your sights to fire at it. Fly to your left, escaping the gunfire taking place between the scorable and your wingmates. Continue to fire until the you have disabled the armed freighter's shields. Now Reti can do his job.



TIP

An alternate strategy is to shoot the tagged droid starfighters before disabling the freighter.

CAUTION



The armed freighter on the left has a smaller freighter docked at its side. Be sure that you don't forget this when you are trying to disable the armed freighter. The targeting ring is much larger for the armed freighter.

larger for the armed freighter.

Bonus Goal 1

If all went well, you should be done with the droid starfighters by the time you hear Nym say, "Droid escape pods. Get 'Em!" At this point, target, tag, and destroy the droid escape pods. Cycle through your targets

if you have trouble finding the small egg-shaped pods. Remember, this is not a mercy mission...everything dies!



Mission Objective 3

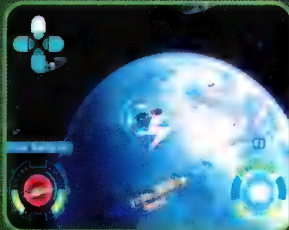
Before jumping into the battle with the droid starfighters, send your crew to attack the first armed freighter to the right of the one you just disabled. Now turn to destroy the remaining droid starfighters heading toward Rex and his newly acquired freighter.



TIP

Your wingmates are your best offense against armed freighters. They are virtually indestructible and can take more fire than you can. Whenever possible, let them do the dirty work and lend support from a distance.

Use your ion-enabled sensor tags to destroy the droid starfighter fleet in a hurry. The way no ships are wasted on open space. You should finish taking out the droid starfighters around the same time your wingmates finish destroying the armed freighter. Once your wingmates have destroyed the armed freighter next to the one you disabled, three droid escape pods are launched into space.



CAUTION

The droid escape pods disappear fast. Target the pods as soon as possible to avoid missing this goal. If needed, leave your fight with the droid starfighters to quickly destroy the pods. Return to finish off the remaining droid starfighters before they can do too much damage to the rest of your team.

Mission Objective 3

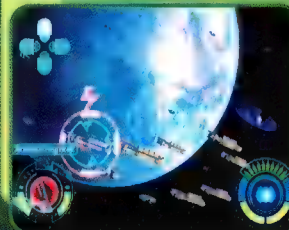
On your way to get the droid escape pods, make a brief second to target another armed freighter. Have your wingmates start attacking it. Once you have blasted the droid escape pods, help out your allies by tagging that freighter the second in the destruction process.



TIP

To avoid any unnecessary damage to your ship, stay at a safe distance on the outskirts of the freighter fleet. Use your ion-enabled

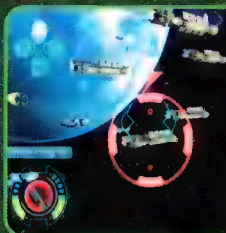
sensor tags to shoot at them from this distance. Let the unnecessary damage go to your near-invulnerable wingmates.



continued

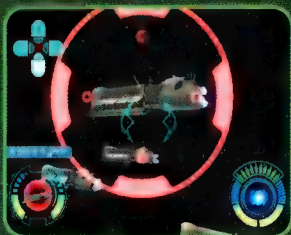
continued

Another wave of droid starfighters joins the party while the second armed freighter is being shot down. Leave the freighter to your wingmates and concentrate on the droid starfighters approaching. scroll through your targets to find the direction they are coming from. The sniper view helps you tag them so they can be destroyed before becoming a threat.



When you finish disposing of the droid starfighters, target another armed freighter for your pals to destroy. Tag the freighter to let's your friends when keeping a safe distance from any gunfire.

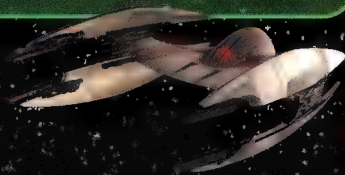
Who thought blowing up armed freighters could be so much fun? Target a fourth armed freighter for your wingmates to destroy once they have finished with the last one. More droid starfighters approach, but they are no match for you and your deadly combination of laser-guided sensors, tags, and smart guided missile.



TIP

Listen to the characters' conversations to track their progress and to get a jump on incoming starfighters. The characters also give you a heads-up if you mistakenly shoot them or veer off from the game plan.

continued



continued

Again, have your wingmates start attacking another armed freighter once they have finished with the last one and you have destroyed the small formation of droid starfighters. Again, you are you of some Trade Federation missile frigates approaching. Finish destroying your current freighter target before redirecting your attention to the missile frigates.



NOTE

Reti's a great guy. He found a set of scarabs that he program your control. Listen for him to give you the good word you've a few new members to your wingmates. This is a great help in your fight against the missile frigates. Thanks, Reti!

Bonus Goal 3



These missile frigates can do a lot of damage if left unattended. More will target the first one for you. Have your wingmates attack one of the three frigates. Tag that frigate and give them a hand until you hear of a set of droid starfighters coming your way.

Gettle the droid starfighters and prepare for a set of scarabs to attack. When are these fighters going to start not to mess with you Vana? Use your sniper view to target them from a distance and laugh as they blow up one by one in front of you.



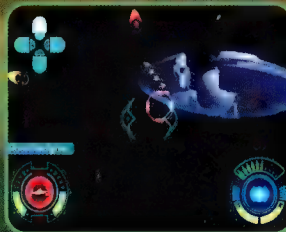
Turn back to the two remaining missile frigates and call on some help from your friends to destroy them. Once the missile frigates have been blown to pieces, target one of the three armed freighters and send in your troops.

Mission Objective 3



Only three armed freighters to go. Make your way through them by assigning your wingmates to attack them one by one. Stick in the fight against them by tagging them and shooting from a safe distance.

While taking out the three remaining freighters, keep looking for the group of starfighters coming your way. This is the Trade Federation's last-ditch effort to put a stop to your Rebel doom.



Mission Objective 2

Up to this point, protecting the captured superfreighter has been effortless. However, that is about to change in the blink of an eye. The Trade Federation has sent a whopping number of droid starfighters at you. Get ready for the fight of your life!



While the final assault on the armed freighters is taking place, use your sensor targeting system to find the direction the droid starfighters are coming from. Immediately after you have one targeted, use your sniper view

to then tag all fighters in that direction. This gives you a head start on taking down this overwhelming army.

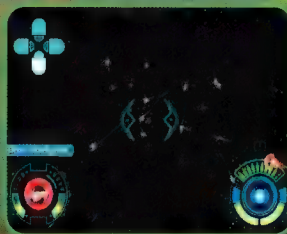
TIP

If you already know the direction that the droid starfighters are coming from, you can begin to tag them before you can actually target them. The more you can tag ahead of time, the faster you can destroy them once they reach you.

continued

continued

Here they come! Rati needs you to hold them off for 30 seconds while he finishes up. Take aim on every droid fighter that crosses your path. They're everywhere, so expect to take a little damage. To make sure you're safe, have your wingmates protect you as you take down any droids flying in Rati's direction.



Mission Objective 3

With just finally off of the captured superfreighter, it's time to have your wingmates attack. Concentrate on the droid starfighters so that you don't get killed this far into the mission. Once your wingmates put the final touches on the last of the freighters, you can relax. Way to go, Vana; this was a tough one.

Bonus Goal 2

Completing this mission in less than eight minutes can be tough. Rely on your wingmates to do the heavy work of destroying the armed freighters while you stay clear of them to avoid their mighty firepower.

Use your Lenseable sensor tags to tag everything. Tagging a target means all shots fired connect with that target. This also helps in destroying the armed freighters because you don't need to aim at them to shoot them. This is useful in retreating from heavy fire.

Tag all droid starfighters and scouts as early as possible. You then merely have to lay on your laser cannons while moving from target to target. You avoid dogfights this way.

Mission Debriefing

When a team check is done, it's time to take a break and see how you did. The game will show you a summary of your performance. You can also see a list of your team's achievements.

Mission 11: Midnight Munitions Run



Rhys Dallows



N-1 Starfighter



Where are those resistance pilots you're supposed to rendezvous with? If you don't find them soon, you could be in real trouble. Reti's ship is loaded with munitions and can't fly very well. It's up to you to escort him safely through the canyons. Unfortunately, the area is crawling with enemy vehicles that want to shoot you down. No one said fighting the Trade Federation was going to be easy.

OBJECTIVES

1. Escort Reti to resistance base
2. Rescue N-1 resistance escorts
3. Defend resistance base

BONUS GOALS

1. Destroy all ATMs
2. Destroy all dropships
3. Complete mission in less than seven minutes

Mission Briefing

It's time to prove what a great pilot you really are. Your commander wants to know how well you can fight with tanks shooting at you. If that wasn't enough, worry about the enemy's ATMs. They're the most dangerous of the war. The enemy will destroy any opposition you see. That means ATMs, ATMs, ATMs. You need to be ready to fight them. If that's all, you can go on.

Mission Objectives 1

Reti starts out ahead of you in the canyon. Use your brakes and speed power to get into position to take out any enemies in the valley ahead. Reti might want you to stay close, but as long as the path behind you is free of enemies, he should be fine.



When you get to the first clearing, put on your brakes to slow your craft. A lot of enemies are up there, and if you fly in recklessly, you'll take a lot of fire. Use your sniper view to zoom in and shoot down those STAPs before you get too close. While you're at it, check any ATMs that you can see from your stationary position. Most STAPs are coming in. Kill them with your ATMs.

Bonus Goal 2

When no more enemies are firing at you from the clearing, aim your sights on the dropship above you. Fire advanced proton torpedoes along with your laser cannons to break it into little pieces. Apply your brakes while firing to hold your position.



TIP

Your brakes are important on this mission. Use them to slow down your craft so you don't fly into laser fire. Apply the brakes and fire from long-distance to avoid damage to yourself. Your brakes are also useful when maneuvering through narrow canyons. Tanks have a hard time hitting you when you slide. When you get to a canyon wall with a tank behind it use your power slide before engaging the enemy. Stay clear of the walls and fire away.

CAUTION

The ceiling in this mission is really low. It's only a problem when you target the dropships. Stay low and lean on the brakes to prevent hitting the ceiling. If you hit the ceiling, you'll get turned around and lose precious time.

Mission Objective 1

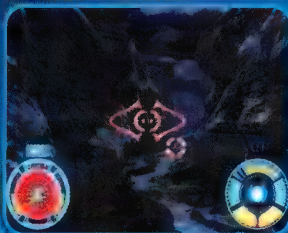
Still more tanks lurk near the entrance to the next canyon. Zoom in with your scope and watch them fall out. But wouldn't be too behind, like you began to keep ahead of them.



The next canyon has plenty of enemies. Destroy three tanks and STAPs before you get there. If an enemy tank shoots at you, Reti will mark it. So the tanks are hidden in the canyon. Use your automatic targeting button to highlight their locations, and use your scope as you don't fly past them. Try not to miss any enemies or you will pay for your mistakes.

TIP When AATs and STAPs attack together, always blast the tanks first. They have more firepower and can do more damage.

TIP Use the canyon walls for cover. If you see a targeted enemy coming up around a bend, use your brakes and slow down. Use your power slide around the corner with your lasers blazing to make short work of it.



At the end of the canyon are a few more tanks. Apply your brakes, use the power slide, and fire at will your new weapons.

Bonus Goal 2

At the end of the canyon is another clearing full of Trade Federation bad guys. Again, target the dropship and fire two proton torpedoes along with your lasers. This dropship is moving, so be careful with your shots. You don't want to waste any torpedoes.

Mission Objective 1

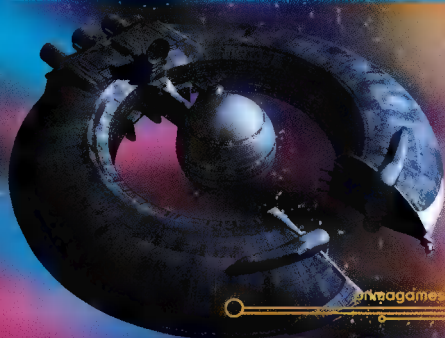


Destroy the tank. Watch the tank's location at you. Get the work and use your scope. Zoom in on the tank. Destroy the tank. Two tanks shot at you. From your left. You must ignore them, but on target, they could easily kill you. To be able to kill them.

TIP

When you play this mission on Hard, it's difficult to destroy all the tanks and still finish in less than seven minutes. Unfortunately, on Hard, even one tank can kill Reti if it has enough time to shoot him. Make sure that any tanks you skip don't have a sustained clear shot at Reti, and that you skip very few.

Keep your eyes on the tank. Ignore the AATs and get the two tanks behind them before they send you to an early grave. When they disappear, look for the tank and use the power slide to get to the next canyon in every shot of Trade.

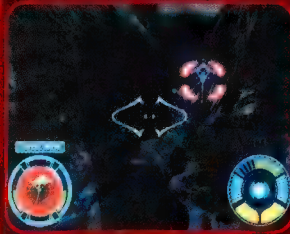


Bonus Goal 1



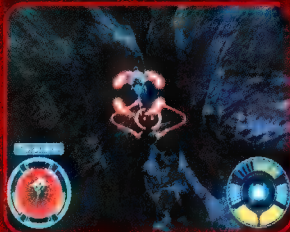
This next canyon contains five turret mines. For every turret mine you find, there's an AMT lurking somewhere nearby. Check on the ground below the first mine to shoot the first AMT.

For the next turret mine, check around the bottom right corner to find the corresponding AMT. This one is more difficult to hit because of its awkward position. Use your brakes to ease around the corner and shoot away.

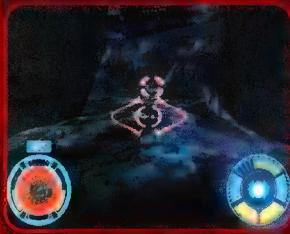


Dispose of the third turret mine before you shoot the AMT on the ground near the bottom right corner to come face to face with another turret mine. Knock it to the ground and then aim directly

beneath you. An AMT is trying to hide from you.



Here is the last turret mine you have to deal with. When it's out of the picture, stay low on your trip through the rest of the canyon. Right around the corner is another AMT. Use your brakes and lasers and you won't have a problem.



Waiting for you at the next clearing are more AMTs, but they're not very difficult to destroy. Shoot the one at the entrance and then aim your sights to the far wall to the right where there are two AMTs to destroy. After those two AMTs

are gone, zoom to the wall toward your left. The last two AMTs are just begging to be shot to pieces. Destroy them to earn your first medal.

Mission Objective 2



Luckily, like you found the first turret mine, help them out and shoot down those AMTs. Remember you still have to protect Rex.

Mission Objective 1

When all the scarabs have been defeated, head down the last canyon. This one is very narrow and contains a lot of mines, so be very careful. Keep ahead of Rex and clear the way for him.



Your first target is an H1 that AAT so Rex won't have a problem with it. So, enough. Ignore the AMT if you have to. Remember it doesn't have a narrow clear shot at you.

More tanks. Stay up the plane and keep moving. If you miss a tank, don't worry, just make sure it doesn't end up killing you, especially if you're playing on Hard Time in looking away.



Destroy as many as you can without getting yourself killed, and keep moving. If you stop, those tanks will eat you up. Just keep aiming at the groups of tanks as you move through the canyon, and don't look back.

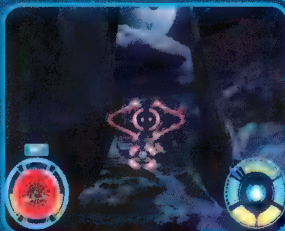
TIP

Keep your craft high in the canyon. It's a little more difficult for those AATs to hit you. When you're ready to fight, just aim down and do some damage.

Keep moving. You're almost out of the canyon. Just a mile left farther. Come on, Rex! You can make it.

Mission Objective 3

At the end of the canyon is resistance base. The place is overrun with Trade Federation goons. Hit those tanks at the end of the canyon. You can see more tanks behind them. Fly over the building that's blocking your fire and destroy them. The final group of AATs is covered your left.



Are those battle droids? The Trade Federation isn't pulling any punches on this mission. Destroy the squads of droids that enter the base before they shoot up the place. Aim for the droids that are closest to Reti first.



Bonus Goal 2

Look to the sky and you'll see the top of the dropships. Fire a few proton torpedoes at the hull to blow it up.



Mission Objective 3

Now destroy those scarabs buzzing around the sky. Target the nearest one and start shooting. Better get them quickly because time is ticking away. When the last of them is destroyed, go after the two MTTs to clear out the base.



Bonus Goal 3



This Naboo canyon should be familiar stomping grounds for you. You trained with Ehsara here, remember? The conditions are a little different now, but you should have a good idea of what the terrain is like. You'll

need this knowledge, because you only have seven minutes to complete this mission.

You don't have to destroy all the AATs on this mission. All you need to do is make sure Reti is safe. Don't waste your time destroying tanks in an area where Reti is out of firing range. This is especially important in the last canyon. If you destroyed most of the tanks along the way, go ahead and pass some of the tanks. Just remember that they can kill you if you don't kill them. You need to get to the resistance base to clear out the enemies.

Mission Debriefing



You need to be a little bit smarter. Destroy the tanks and the enemy droids. AATs are not the only enemy. The resistance base is the only place where you can find the resistance base. The resistance base is the only place where you can find the resistance base.

Mission 12: Rescue on the Solleu



Rhys Dallows



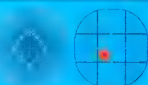
N-1 Starfighter



Are you ready for the prison-break, Rhys? Don't feel too bad about it. You know the good guys are the ones locked up. The Trade Federation has imprisoned some of the Naboo people. Move in with Reti and members of Bravo Flight to save them. This won't be a walk in the park. Not only is it a prison camp, it's a prison camp controlled by the Trade Federation. You can expect high resistance. Get in and get the job done quickly.

OBJECTIVES

1. Protect rescue boats
2. Destroy turret droids on prison camp islands
3. Provide escape route for rescue boats
4. Protect resistance freighter



BONUS GOALS

1. Destroy all turret droids
2. Destroy dropship before tanks are launched
3. Destroy all droid starfighters

Mission Overview

Get ready for a heavy firefight. The Trade Federation has imprisoned some of the Naboo people. Move in with Reti and members of Bravo Flight to save them. This won't be a walk in the park. Not only is it a prison camp, it's a prison camp controlled by the Trade Federation. You can expect high resistance. Get in and get the job done quickly.

Mission Objective 1

The prison camp is crawling with Trade Federation turrets. You have to blow them up quickly and blow up your enemies if you want to protect your rescue boats.



The turret droids are the main danger. But don't discount the TF patrol boats or the STAPs—they show number can mean your death. Break any that cross your path or you'll be in the turret's line of sight.

Mission Objective 2 and Bonus Goal 1

The first step of the mission is to get rid of those turret droids. They're going to be a pain. Every time you see one, you'll want to blow it up. Those turrets are the main danger. But don't discount the TF patrol boats or the STAPs—they show number can mean your death.



TIP

Assign your wingmates to attack the turret droids. They can destroy a few of those turrets and also draw fire away from you.

continued

CAUTION

Those turret droids sure don't like getting fired at. Once you start shooting at one, get ready for some retaliation. The turret heads swivel in your direction and bombard your craft with laser fire. Boost away at an angle and back toward it again to dodge the turret. By avoiding a straight-on path toward the turret, you make it difficult for it to track you.

Continue to fly around the prison camp and take out those turrets. Your timer starts firing again as you change its fire by changing your flight path.



As soon as you destroy the turret, the pylon camp starts your rescue boats can rescue the prisoners.

Bonus Goal

If more turrets remain around the edge of the water, destroy them now. You can't have them shooting at you or your rescue boats. Leave no turret droid standing. This includes the first four droids on the other side of the shield, because they can shoot the rescue boats as they wait for the pylon to come down.

Mission Objective 3

With this turret camp out of commission, it's time for your wingmates to destroy one of the pylons. Heading the way to the prison camp, fly away from the turret camp to destroy the shield. With the shield hunkered out, you and your wingmates can rescue the rescue boats have saved the prisoners.



Mission Objective 4

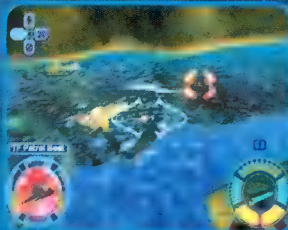


While your wingmates are knocking out the pylon, defend your rescue boats. A swarm of 50 turrets blocks the mountain to the left of the shield. Hit them before they destroy heavy damage to your boats.

TIP

Your rescue boats are sitting ducks in the water. You and your wingmates are their only protection. Fortunately you can tell when they need help. Sometimes they let you know that they're under fire and need help; other times, your objective critical indicator at bottom-right will flash. In either case you know that one of your boats is in trouble, and you better hightail it over there.

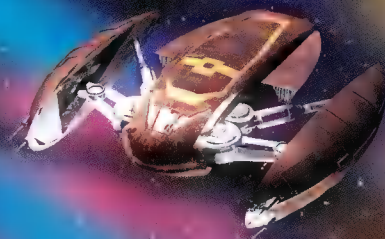
These turret camps better fly up. You won't get off the track. Remember, however, if you get lost, you can always get back to the camp and fly back to you and, especially, the river. Hitting your wingmates is bad.



TIP

After your wingmates have destroyed the pylon, reassign them to defend your rescue boats or to attack the turrets along the river route. Just make sure you use them.

With this turret camp out of commission, it's time for your wingmates to destroy one of the pylons. Heading the way to the prison camp, fly away from the turret camp to destroy the shield. With the shield hunkered out, you and your wingmates can rescue the rescue boats have saved the prisoners.



Bonus Goal 1

The rescue boats have the prisoners and let you know that they're heading down river. Hurry to the river before they get there. The turrets positioned near the front of the waterway could do some damage if you don't blow them up quickly.



A lot of turret droidekas are nestled along this river route. If you don't blow them up, they'll blow you up. Set a slow pace over the river and use your sniper view to damage them from far away so you don't take any damage.

Check the mountaintops as well. The turrets up there are just as deadly and can be easily overlooked. The sniper view works great for hitting them from afar.



You've reached the end of the river. But don't take your eyes off the mountains just yet. There are a few more turrets to take care of. Target them and then hit them with your lasers.

Bonus Goal 2

A dropship is trying to land some tanks on an island at the end of the river. Fly in quickly and fire three advanced proton torpedoes at it. Add some laser cannon fire until it breaks into little pieces.



TIP

To save proton torpedoes, assign your wingmates to attack the dropship as soon as possible. Finish it off with your lasers.

Bonus Goal 3



A few droid starfighters have flown in for the attack at the end of the river. Put them in your sights and shoot them out of the sky.

Another wave of starfighters can be seen in the distance. Use your laser view to zoom in and put some laser blasts in their hulls. They won't last very long.



TIP

When you shoot at incoming waves of droid starfighters, aim a little in front of your enemies. Those starfighters are moving pretty fast, and they'll fly right into your lasers.



A third group of droid starfighters lies in to join the fray. Zoom in and send them crashing to a watery grave. When all the droid starfighters are gone, you get a shiny medal!

Mission Objective 1

When your rescue boats reach the open waters, TF patrol boats appear near the plane that the dropship was trying to land on. Turn your attention to these boats and blast them apart before they drive your boats in the water. If you have 100% covered all of



the TF patrol boats, you don't worry. You can get them after you destroy the TF patrol boat.

TIP

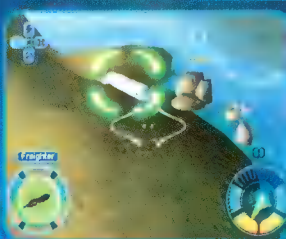
Save two or more proton torpedoes after destroying the dropship. You can then use your advanced proton torpedoes to destroy multiple bombers attacking your crew.

All your boats get better and join the water, but they appear in the way. Turn your attention to these boats and blast them off. Turn your attention to your rescue boats.



Mission Objective 1

More TF patrol boats are waiting at the plane. Your rescue boats are heading toward the plane. After a few seconds, they'll be waiting near the plane. After a few seconds, they'll be waiting near the plane.



There's the next time. Destroy the TF patrol boats and TF patrol boats. You'll find them near the plane. After a few seconds, they'll be waiting near the plane.

Mission Objective 2

When you destroy the TF patrol boats, you'll find them near the plane. After a few seconds, they'll be waiting near the plane.

Mission Objective 2

More bombers will be attacking your mission. They have a large payload of bombs, so they'll be quickly blown away. If you can, try to destroy them before they reach the plane.



Mission 13: Last Stand on Naboo



Nym



The Havoc

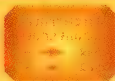


The Trade Federation is pulling no punches on its last assault on Naboo. They've sent a considerable force to take this Naboo outpost. The outpost has decent defenses, but they need your help to ward off the attack. It's up to you and Vima to provide them with air support. If you let the resistance turrets fall, the peaceful world of Naboo is doomed. Naboo needs a hero right now. Is that you?



OBJECTIVES

1. Protect resistance turrets



MISSION GOALS

1. All resistance turrets must survive
2. Destroy all Scarab fighters
3. Complete mission in less than 12 minutes

Mission Overview

You've got your hands full with the Scarabs in this resistance outposting with all types of forces. Protect the turrets on the perimeter of the outpost at all costs. Destroying Scarabs is your first priority. If you don't destroy them, they'll make short work of the turrets. The Scarabs are also a SYMBIOTE. Destroy them off their backs. Scarabs and bombers will be your already in place. After you take the Scarabs out, the turrets will be able to take care of the rest.

Mission Objective 1

A small resistance outpost sits at the edge of the valley. Turret resistance is located around the perimeter of the perimeter. At least one of the turrets must survive the attack.



The Trade Federation HAFs are the most powerful in the galaxy. They're not just strong, they're also very fast. You'll need to destroy all of them, and they are already in the air. There's only one way to destroy them with a weapon. The Havoc is the only way.

continued



As you enter the mission, immediately begin recharging the plasma scourge. And charges come off fast, or to drop it on your first wave in your life. One shot is all it takes. As soon as you drop the plasma scourge, begin charging the next one.



CAUTION

Charging the plasma scourge takes time and ammo. It uses five energy bombs to charge. Make sure it is fully charged before you let it go. More importantly, make sure it hits; you can't afford the wasted time.



One down, five to go. Turn right to spot the next wave. Set Vana to destroy the AAT (which is not) and carefully move closer to the HAG. The closer you are, the more accurate you can be. Drop the plasma scourge the moment it is charged.

Bonus Goal 2



As you turn your attention to that second HAG, a wave of scrabs can be seen in the distance. Shoot them down quickly, or they'll pick you with their fire.

Throughout the rest of the mission, listen for Vana to report any new waves of scrabs. Her warnings give you ample time to finish what you're doing and still spot the wave before they break formation. When they are in those tight formations, destroying them is child's play.



CAUTION

Don't rely exclusively on Vana to warn you of oncoming aerial attacks. Always be aware of the skies around you. If she misses any waves of scrabs or bombers, it's your job to catch them early enough to safely pick them off.

Bonus Goal 1

After junking this second HAG, your plasma scourge is drained. Make your way over to the wave of AATs hidden behind one of the small hills. These are the most immediate threat to your precious targets.



By the time you reach them, a few energy bombs should have recharged. A few well-placed ones can wipe them all out. Or, if you prefer the safer but more time-consuming route, shoot them from a distance.



Mission Objective 1



With our fleet of AATs gone, look to the perimeter of the planet. Two HAGs are within range of the turrets. This is bad.

Because the plasma scourge takes so long to charge, destroy the AATs surrounding the HAGs. If you do for the HAGs right away, you become a sitting duck for the AATs. Use your energy bombs to clear out any AATs around the HAGs.



With the AATs gone, you can safely drop a couple plasma scourges on them.



TIP

If you don't have enough energy bombs to drop a plasma scourge, don't twiddle your thumbs while you wait. Attack the nearest scarab or sight some far off tank for your laser cannon. There's always something to attack in this mission.

Bonus Goal 2

With the immediate perimeter cleared of tanks, show a little love to the scarabs lying about. Have Vana help.



Bonus Goal 1

By now, bombers have joined the fight. As with the scarabs, they fly to AATs in close formations until they reach the output. The difference is that their bombs are deadly to the turrets.

Fortunately, they are much slower than scarabs. Destroy them early, before they can drop any bombs.



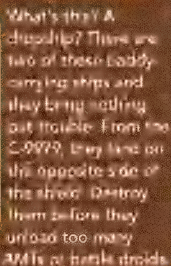
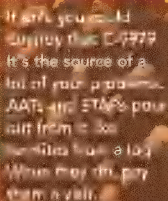
CAUTION

Bombers pose a serious threat to the resistance turrets. It doesn't take many bombs to destroy a turret. One blown up turret is all it takes to ruin your chances at this medal.

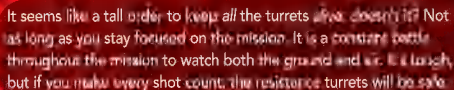
Mission Objective 1

From here on out, it's a simple program. Keep your eye on the star's perimeter for any tanks lying to ruin the planet. Don't forget to finish off the HAGs as they get closer and your plasma scourge becomes recharged.

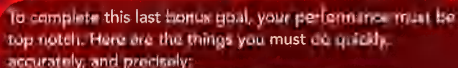




You can catch most of the fuzzy scumbe-before they break formations. Destroy them before they can reach the dungeon or turn their sights toward you. Bonus Goal 2 practically takes care of itself.



Ones like him, only one must mind to serve. With skills like yours, the only objection objective is a piece of cake. But why settle for just that? Seeing all 37 items is surely within your ability.



Catch the aerial forces early. Rid yourself of these starfighters before they become nuisances. Spot them early enough, and they only take a few seconds of your time. If you wait until they reach the outpost, you've lost precious time.

Time and aim your plasma scourges. A missed shot on a HAC can mean the difference between a gold and silver medal.

Destroy the dropships that land in the middle of the mission. Dropships can't drop anything if they're reduced to scrap metal.

Make Vana learn the Jump. That's what she's here for. Use her to draw fire from the AATs. Now her defend a turret in trouble while you go after its assailant. Use her to weed out scouts and bombers. You can't do this alone.



"I'm not going to let you go," says the droid.
 "I'm not going to let you go," says the droid.
 "I'm not going to let you go," says the droid.
 "I'm not going to let you go," says the droid.

Mission 14: The Final Assault



Rhys Dallows



N-1 Starfighter



It's time to put a stop to the dastardly deeds of the Trade Federation. But what can you do to stop the droid army on the surface of Naboo? Destroy the transmitter controlling the droids, and you have a chance. Team up with Bravo Flight for this mission. Take your starfighters in close and destroy that transmitter. This isn't going to be easy, but Naboo is counting on you.



OBJECTIVES

1. Destroy all receiver stations
2. Destroy all droid starfighters
3. Destroy main leader
4. Destroy shield reactor
5. Escape DCS



SCORING SCALE

1. Destroy receiver stations in less than two minutes
2. Destroy all interior ceiling turrets
3. Destroy all lander assembly cranes

Mission Summary

This is the final level. It's only you and your starfighter against the Trade Federation. You'll engage and destroy the enemy in that DCS and take on the final receiver station. You'll also have to destroy the transmitter controlling the droids. You need to knock out the DCS to win the mission. The Trade Federation is counting on you.

Mission Objective 1

Then huge DCS in the distance is your destination. Put on your boost and get there quickly. Droid starfighters are everywhere, but forget them for now. You have more important things to do.

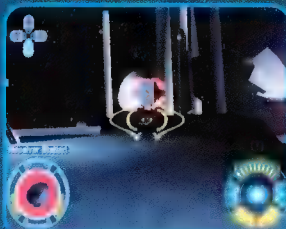


Set your sights on that first receiver station and fire away with your lasers. You only have two minutes to destroy all 14 stations, so keep your boost on as much as possible. There are many enemies to the right. They continue around the side of the DCS. Shoot them as you move along the rim.



continue

TIP If you pick up a few droid starfighters on your tail, ignore them. You don't have time to get into a fight.



When you shoot the first droid starfighter, you see a cluster of yellow. Two mercenary leaders are almost dead. Shoot them to a third. Don't be close and fire your blaster until all three are dead.

Wave around the planet until you get to the other side. Four more mercenary leaders are along the way. Shoot them down to destroy all the mercenary leaders along the way. Don't be left with the leaders in the center of the DCS.

Hit the one directly in front of you. When that's done, you can hit the one on the left. It's more to go. Fly between them two times on the top to reach the last mercenary leader on the other side.



Mission Objective 2

Now you can get those droid starfighters down. They're not difficult to blow up, so it shouldn't take you too long.



TIP A quick and easy way to destroy those droid starfighters is to fly underneath the DCS. Those starfighters try to follow you but end up crashing into the DCS.

Mission Objective 3

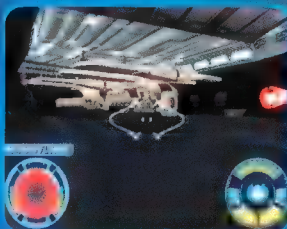
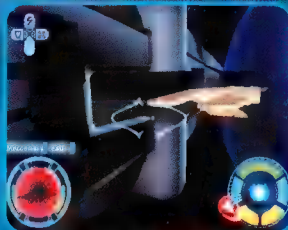


When all the droid starfighters are destroyed, you get a temporary leader. That's the one who shot down all three. You'll have to kill him.

Get to an area where you can see him. Shoot the temporary leader with your blaster. Don't fly around or you'll take a lot of damage.

TIP That mercenary leader has some powerful weapons. If you see those missiles coming at you, use your brakes and power slide out of the way. When the missiles explode, you'll take less damage stopping in front of the explosion rather than flying through it. Ride your brakes when fighting the mercenary leader.

Hit the temporary leader directly in front of you. You can shoot him with the blaster. Don't fly around or you'll take a lot of damage. Use your brakes when you're getting close. You don't need to be destroyed by those missiles.



Shoot the temporary leader with the blaster. Use your brakes to slide out of the way. Don't fly around or you'll take a lot of damage. Use your brakes when you're getting close. You don't need to be destroyed by those missiles.

Don't fly around or you'll take a lot of damage. Use your brakes when you're getting close. You don't need to be destroyed by those missiles.

Bonus Goal 2

When your shields recharge enough, get back into action. Target those interior ceiling turrets, use the leader's wings to block that laser fire while you aim for the top of the turrets.



Bonus Goal 3



With those two turrets out of the way, it's time to shoot the leader assembly crane above the leader. Fly to the top of the room, target the crane, and fire away. With that completed, make your way into the next room.

Bonus Goal 2

Fly down close to the floor and move in slowly. A few droid starfighters and AATs lurk around shooting at you. Hit them with your lasers before you go after the ceiling turrets.



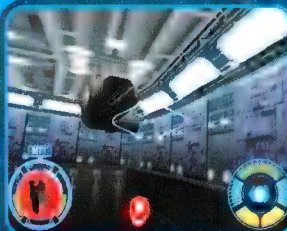
When all the starfighters have been cleared from the room, you can get close to the ceiling turrets. Target the turrets and stay low. Use the leader's wings for cover again. Destroy these last two and a medal is yours.

Bonus Goal 3



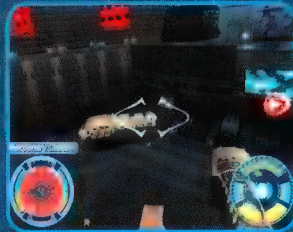
With most of the hostile equipment in place, fly to the top of the room and target the last leader assembly crane. Fly to top of the room and target the crane. Knock it out of commission, and another medal is yours.

Mission Objective 3



You're not out of the woods yet. You still have to defeat the mercenary leader. Put him on your sensors and head for the shaft near the ceiling. The shaft steers you to the right. Shoot any containers for a clearer path. Kill the droid starfighter at the end.

There he is. Be careful around that missile fire. If it continues to hit you, your shields go in no time. Duck under that dropship to your left. You need some cover while you plan your attack.



TIP

Destroy any droid starfighters first. They have powerful lasers that can quickly deplete your shields and damage your hull. Use your sensor targeting system (hold down the manual target button) to find them around you because they are small and can easily be overlooked.

continued

continued



When you're ready to attack, and your him in a flick, move slightly away from the comfort of the dropship. Hold down your thrusters and fire your beam at the mercenary leader. Follow him with your sights toward the room, but don't go

flying off. Even your rockets, because there may be some damage if you're flying around.

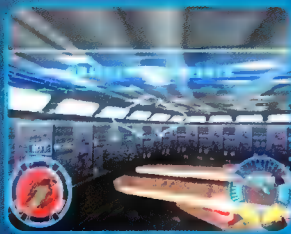
Keep up your fire. When he's taken enough shots, the mercenary leader makes a heavy loss through a hole in the wall of the room. The leader's not even you. Follow him to wings. Follow him to wings.



The guy doesn't play fair. He'll give you a chance to kill him. You have to wait for him to take him out. Don't rush, they're coming when you attack. Our mercenary leader, moving into the

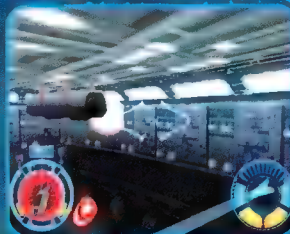
mission. It's really. Find a control room in the corner and that your target and your target as the mercenary leader on the way. Make sure the spot is hidden from the line or those AATs on the ground will see you again.

All enemies are dead, but you don't have any more time to wait. In the end of the mission, the game is taking place.



Mission Objective 1

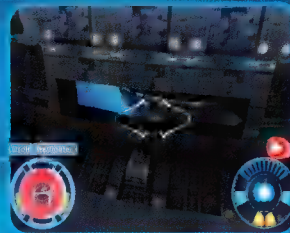
Hard for you, still, now the ceiling. You shall find you simply can't shoot. The destruction around you has caused your shields to go out. Be careful flying through these narrow shafts.



In the next room, to see things will be your right. That's the reason you need to drop. A step back there are all it takes to destroy the shield.

Mission Objective 2

Now you out, but don't have much time. You're out to your left is the way out. This is the time and fly like a bird to freedom.



Mission Debriefing



Now you out, but don't have much time. You're out to your left is the way out. This is the time and fly like a bird to freedom.

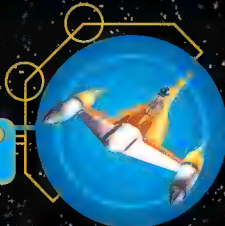
Bonus Mission 1: Fighter Training



Abys Dallows



N-1 Starfighter



How to Unlock



This bonus mission is available to you from the start of the game.

Under the instruction of Essara Till, Rhys Dallows flies deep space combat training drills against several waves of holo starfighters.



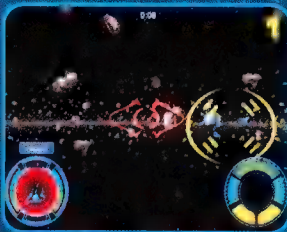
OBJECTIVES

- ### 1. Destroy five waves of holo starfighters

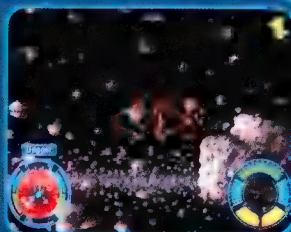
1. Complete mission in less than five minutes
2. Complete mission in less than four minutes
3. Complete mission in less than three minutes

[illegible]

The first wave of new firefighters appears in front of you shortly after the release of the first fire. They are firefighters! Don't get too confident yet. There's only the first wave.



the two sides can
get a hold of a
couple of things.
There are only two
things that must be
quickly destroyed from
before this year's
harvest can be
ruined: war and



tip

The waves of holo starfighter come from different directions. The first wave appears in front of you. The second wave appears to your left. The third wave appears to your right. The fourth, to your right middle. The fifth to your left middle.

CAUTION

Keep an eye on the asteroids floating through space. They cause great damage if you smack into them. These giant rocks can be blown up by gunfire, but it's time-consuming. Avoid these asteroids at all costs.

Bonus Mission 1: Fighter Training

continue

Remember, keep your brain on the fighters. Even as you're flying, they are firing up their torpedoes. Use a water torpedo to take one down right away. They have a computer on the other side, so they're not as smart as you.



TIP

To maximize the time you have before the holo starfighters fly past you, hold down your brakes. This grants you more time to shoot at the fighters as they fly in a straight line toward you. This also keeps you out of their firing range longer.

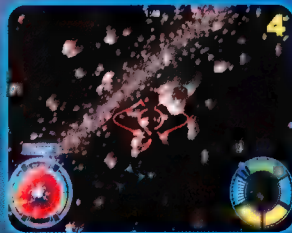


The third wave of holo starfighters consists of six holo starfighters in two formations. Forget the formation of four first. Look for the second formation to show up on the left. If any of the fighters slip past you, break out your proton torpedo and destroy them in a hurry.

NOTE

To get the gold medal, destroy the first three waves of holo starfighters in a minute or less. If you are running longer, make up some major time with the fourth and fifth waves.

Remember to keep your brain on the fighters. Even as you're flying, they are firing up their torpedoes. Use a water torpedo to take one down right away. They have a computer on the other side, so they're not as smart as you.



continue

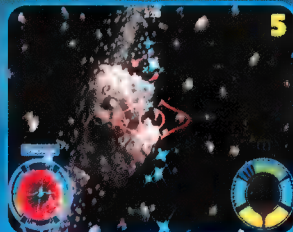


This is where your dogfighting abilities play an important role. Quickly maneuver around to put the holo starfighters in your sights. The fighters like to stay in close to you, making it a matter of life or death. Stick with them and observe your power limitations. Always remember: keep in mind that your proton torpedoes are limited, and more holo starfighters are on the way.

TIP

When dogfighting, use your power slide by boosting, then slamming on your brakes as you turn. This allows you to make sharp turns to help quickly track and destroy targets as they fly around you.

You find out from experience just how tight a slide is to the spot. One the spot is reached, that's not all of your torpedoes. You'll have as many torpedoes as you can before they can reach you.



Your most important dogfighting ability is to observe the wave of holo starfighters. Use your torpedoes to take one down right away. They have a computer on the other side, so they're not as smart as you.

Bonus Goals 1, 2, and 3

Practice, practice, practice to pass this fighter training and make the bonus times. This mission is not for beginners, so don't feel bad if you don't pass it right away. The key to saving precious time throughout this mission is to destroy most, if not all, your targets while they are still in formation. Dogfighting is time-consuming. Perfect your long range firing skills to reduce the number of fighters you face at close-quarters. Use your proton torpedoes for an easy take-down as you squabble with the waves of holo starfighters.

הַיָּמִינִי



The Haven



How to Unblock

This bonus mission is available to you from the start of the game.

Sharpen your skills by maneuvering, bombing, and blasting your way through waves of holographic ground units.

OBJECTIVES

1. Destroy 10 waves of holo units



- 1. Complete mission in less than six minutes
- 2. Complete mission in less than five minutes
- 3. Complete mission in less than four minutes

Mission Statement

[illegible]

Mission Objective 1

A trio of STAPs and an AAI comprise the first ways of thinking. First on the STAPs as you raise your approach, then bring an energy count at the AAI. Turn toward the first approach and prepare for the next way.



tip

The holo units head toward you as they attack. Fire your energy bombs slightly in front of them to compensate for this movement. Firing behind an enemy wastes time and ammunition.

Fire a few energy bombs at the holoprojector as the next wave begins. The blue energy rays of the AT-ATs that are released switch to your dual triple-laser cannon if you just lay no energy bombs.



Bonus Mission 2: Ground Attack Training

NOTE

The waves of holo units run together from here on out. Keep an eye on the number in the screen's upper right corner to track your progress.

Position yourself high above the ground for the next three waves of holo units. From a high vantage point, watch enemy battleships down at the large end of STAFs and AATs without taking much fire. When you have brought your way to zero, the holoprojector flies over the air.



after the demise of its predecessors.

CAUTION

The holo starfighters fly low to lure you into the gunfire from ground units. Keep your bearings and stay high to avoid their little trap.

Keep an eye on the ground as waves eight, nine, and ten pound ground force upon in aerial STAFs. Take out the holo starfighters before diverting your attention to the ground. This allows the ground holo units to clump together. Now by a spread of energy bombs down on them, destroying the entire group.



continued ▶

TIP

Make the holo starfighters your main priority so they don't shoot you down into ground unit range. Once the holo starfighters have been destroyed, take care of the grounded holo units with a bombardment of energy bombs.

Shoot down the holo starfighters at the beginning of each of the first waves. Once they are taken care of, demolish the ground holo units below. Stay focused so that you can follow the holo starfighters into the ground fire.



After shooting down the holo starfighters in the first wave, watch the ground for any remaining holo units. After the ground is clear, relax and enjoy the scenery.

Bonus Goals 1, 2, and 3

Staying high above the holo units is the key to passing this mission with a bonus goal. This puts you out of range of enemy gunfire and lets you use your energy bombs to take out groups of holo units rather than taking them out one by one. At the end of each wave, drop a few energy bombs on the holoprojector to destroy the holo units as they appear. Once you have mastered this mission, try it on a harder difficulty setting. Then we'll see who's a Jedi and who's a Jawa!



Bonus Mission 3: Charm's Way



Essara Till

As the tense political situation on Naboo escalates, Essara Till responds to an emergency request for assistance by Reeve Dalloway, Rhye's father and captain of the Naboo freighter vessel, Charm's Way.



N-1 Starfighter

How to Unlock

- The Royal Escort
- Contract Infraction
- Piracy above Loh
- Taking the Offensive
- The New Resistance
- The Final Assault



OBJECTIVES

- 1. Escort freighters

BONUS GOALS

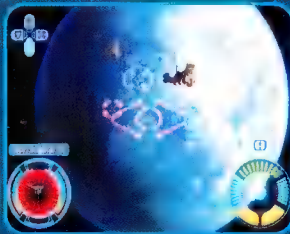
- 1. Two freighters survive
- 2. Four freighters survive
- 3. Six freighters survive

Mission Summary

You need to protect three freighters. Think you can handle it? Well, it's not that simple. You'll be under fire from the moment you start. If any enemy ship is left alive, it could mean a serious military advantage for the Galactic Empire. They'll know how close they got through your fleet from this mission. It's not easy, but it's not impossible. You'll need to be on your toes.

Mission Objective 1

When you start the mission, you'll be flying your ship through a group of enemy ships. The first thing you'll see is a group of enemy ships. You'll need to protect them from the moment you start.



Assign your wingman to defend the three enemy ships. The first wave of enemies will be the first thing you'll see.



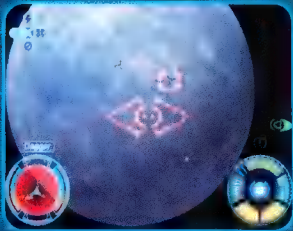
TIP

You start this mission with nine freighters to protect, but only six have to survive to get the gold medal. If three freighters get destroyed, don't feel too bad. You'll carry their memory with you...always.

TIP

Don't fly directly into oncoming starfighters. On the Hard difficulty setting, their laser fire is very accurate and can rip your ship apart.

A wave of enemies will be the first thing you'll see. The first wave of enemies will be the first thing you'll see.



continued

The starfighters will attack first, but then in the evenings you'll become the hunter. They will come from their hidden spots because you have been the target so many.



It's going to be a tough fight with the next wave of starfighters. These destroyers are one of the toughest fighters around. To make matters worse, they fly in with reinforcements. Fire your downward-pointing torpedoes when you first see them coming. Then use your lasers to finish them off before they can take your freighters.

CAUTION

Protect those freighters! They can't take repeat attacks from all those starfighters.

A missile is your last chance when the game has been lost. Use it to help you shoot the freighters with your cannons and it blows up. Get those starfighters now.



We really want something. A freighter of some importance that is for the attack, using the ship's guns for now. Use your cannons to destroy it and start unloading laser fire on them. Use all the money you can.

Before they can see your first fighter, the three advanced fighters torpedoed the road.

continued

continued

TIP

If you lose the first freighter, reassign your wingmates to protect the next freighter. You need all the help you can get.

When the first starfighter has been destroyed, turn your attention to the two starfighters in the area. They control the first ship in the series. Shoot them before they cause damage to your freighters.



Make the most of the way you can get them to your freighters. Destroy any enemy starfighters that enter the area. When you're done, you're 30 seconds away from the next point. Your freighters are almost to safety.

When you see the first starfighter, it has two clear opportunities. When there are no other starfighters, it can destroy your first freighter. It can also destroy your freighter.



Bonus Goals 1, 2, and 3

Your freighters are heading for safety. The number in the top right corner counts how many freighters get away. If you destroyed most of your enemies when they first started attacking your fleet, at least six freighters should still be alive. If a few starfighters got by you, then at least four are alive. If you let them pound your forces for a while, you'll be lucky to have two freighters left. If six freighters did survive, you get the gold medal. Congratulations!

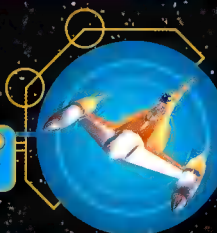
Bonus Mission 4: Canyon Sprint



Rhys Dallows



N-1 Starfighter



Rhys

Dallows sets out to prove he's the fastest pilot in the galaxy in an all-out race against Nym, Vana, Reti, and Essara.

How to Unlock

- Naboo Proving Grounds
- The Royal Escort
- Taking the Offensive
- Midnight Munitions Run
- Rescue on the Selleni
- The Final Assault

OBJECTIVES

1. Finish race before Reti
2. All racing opponents must survive

BONUS GOALS

1. Finish race before Nym
2. Finish race before Vana
3. Win the race against Essara

MISSION BRIEFING

It's time to show everybody who's the fastest pilot in the galaxy. Rhys Dallows is looking for a problem-solving challenge, and he's found it. He's looking for a challenge that will test his skills as a pilot and as a problem solver. He's looking for a challenge that will test his skills as a pilot and as a problem solver.

Mission Objective 1

They, no hint. Everybody wants the race ahead of you. Start on my boat if you want to be a player in the competition.



Mission Objective 2

As small as it felt, you a low-level threat in the eyes of your competitors. But if you think of the other pilots, you of the race.



TIP

You should be an expert at flying through the canyons by now. These walls aren't very narrow, so using your boost won't be very hard. Learn the twists and turns of the canyon so you know where to ease up on the boost. Hitting the sides of the canyon really slows you down. However, not easing up gets you the best time!

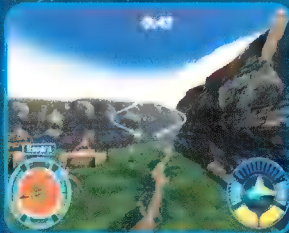
Mission Objective 1

Boost straight through this first clearing, bump your boost on as you fly in. Even any minor gas run crisis, keep to the right canyon wall and you won't have a problem.



TIP

The canyons connecting the clearings don't contain any enemies that try to hurt you. All you have to worry about is beating the competition. Put on your boost and hurry through the canyons. Just don't crash into the sides.

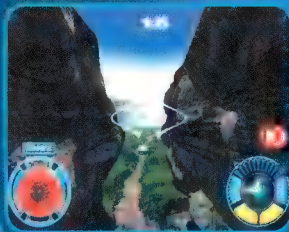


The next clearing is full of enemy drones. Stay high in the air, avoiding the drones. Two times you won't hurt you if you have your boost on. Don't worry about shooting them either.

In the next clearing, enemies are dropping bombs all around. Stay high in the air, avoid the bombs, and you'll be through. This is a good place to bump your boost on and start your next clearing.

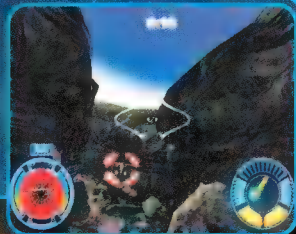


At the end of the last canyon is a helicopter wall. Keep your boost on and stay clear of the canyon walls, and you'll be right place that.



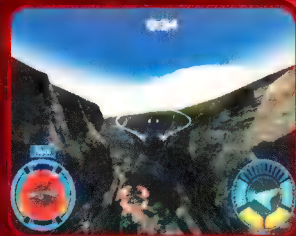
continued

Finishing the race before the stadium is a problem. It's a long way, and a little boost in the beginning can get you in front of the rest of the race.



Bonus Goal 1

It's not very difficult to defeat Nym in the race. He's faster than Reti, but not as fast as the other racers. You can take your time through the canyons, bump up against the canyon walls, or even shoot at some of the obstacles in the valleys and still have a good chance of beating Nym.



Bonus Goal 2



Vana is a great pilot. You can't make too many mistakes, but you do have time to control yourself through the canyons. If you don't crash you should be able to beat her.

Bonus Goal 3

Think you can beat one of the best pilots around? You have to be near perfect to beat Essara. Keep your boost on and avoid hitting the walls of the canyon. With a little luck and a little skill, that gold medal is yours.



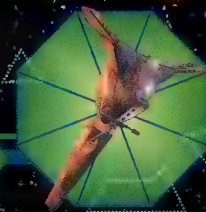
Bonus Mission 5: Outpost Attack



Vana Sage



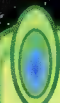
Guardian Marks



How to Unhook

Get Appropriate Meds in All Missions

Defend a mining outpost from a swarm of droids. Destroy falling mines to prevent droids from spawning. Lose points for lost buildings. Gain points for destroying droids and mines.



OBJECTIVES

- 1. ☐ at least one building must survive five minutes



21701-21711
img:dog:2072
09 Jan 1990



1. Score 1,000 points
2. Score 3,000 points
3. Score 5,000 points

Miguel Enciso

Countless numbers of birds starlighted in the darkness of the night, and the birds were everywhere, reaching their outpost. Easy as it seems, the show comes at a cost, and the birds have learned to reach their point, marking the necessary points for the birds' goal, and the birds have learned to reach their goal.

Take a safe position. Controlling your car is the most important thing you can do to avoid most accidents. You only need to defend yourself

Mission Objective 1

Away we go! Look to your left to see the swarm of droid starfighters approaching. Shoot as many as possible as you race toward the dropships in the distance. Don't waste too much time trying to shoot droids at this point, though—you're



NOTE

Score 50 points for destroying a droid starfighter and 75 for destroying a mine. Lose a building and forfeit 100 points.

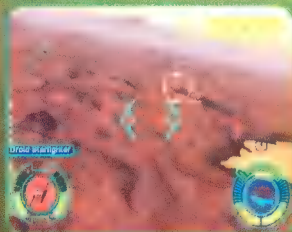
Find the tower2 to the right of the great dragon. That's the tower with your life. Remember, if it falls, you lose.



Bonus Mission 5: Outpost Attack

continued

Most droid starfighters head for the outpost, leaving you only a steady handful of droids to defend against.



Watch for mines falling from the dropships while you're defending your power. These mines spawn droid fighters upon hitting the ground. Shoot them out of the air before they can touch down. Don't worry if you can't shoot them.

all. Your main priority is keeping your tower clear of enemy fire.

TIP

Tag all droid starfighters and mines as you shoot them, ensuring a direct hit. The faster you can take out a target, the faster you can move on to the next one.

Destroy all the droid starfighters in the area as they approach your tower. Destroying droidships will give you tower turn (owing the bulk of the outpost to shoot any droids that you can get a bead on).



TIP

During the five minutes, destroy as many droid starfighters as you can. Not only does this give you points, but it saves you later when all the droids come after the last remaining building: yours.

continued

continued



At five minutes, so does your outpost. The droid starfighters leave the buildings one by one, until the only one left is yours. The droid army then makes its way to you. Remain calm and stand your ground. Remember this is your tower. Protect it! Put yourself on the back if you can stop the full assault on your tower as time runs out.

Bonus Goals 1, 2, and 3

Completing this mission is hard enough when concentrating on protecting a single building. However, to take home a medal, you must score an outlandish number of points. You must shoot down a lot of droids to make up for the loss of points each time a building is destroyed. Perfect your skills elsewhere before attempting to clean house at the outpost. If you think you're ready, remember to tag everything and use your sniper view to target distant droids. Only a seasoned veteran can do well in this mission. Do you have what it takes?



Bonus Mission 6: Space Sweep



Nym



The Havoc



How to Unlock



Get Appropriate Medal in All Missions

Destroy as much of the space debris floating above Lok as possible. Large debris is worth the most. Destroy mines and saucers for even more points.

OBJECTIVES

1. Survive mission for three minutes



BONUS GOALS

1. Score 10,000 points
2. Score 15,000 points
3. Score 20,000 points

Mission Briefing

There sure is a lot of garbage out in space, huh? It's all yours to blow up. You're going to be blasting away the debris in the area. Destroy as much floating space junk as you can. Destroy the mines and saucers for even more points. Destroy the most points, clear the field, and find treasure.

Mission Objective 1

You start off in a minefield surrounded by space debris. Blow that junk debris in front of you and above any mine that is in play.



Look out at that junk! Make sure none of it hits you. Those rocks and mines can pound away your shields and kill you. Your best bet is get out of harm's way.



Bonus Mission 6: Space Sweep

Bonus Goals 1, 2, and 3



Find a good place to shoot the debris. Aim your sights at the bright yellow star. Lots of goodies come from this direction.

Look at all those mines flying at you. It's time to score a lot of points. Get those mines in your sight and fire away with your dual triple-laser cannons.

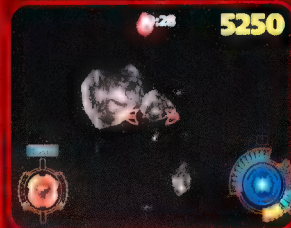


TIP

Everything in space is worth points: Small debris is worth 50, large debris is 100, mines are 500, and saucers are 5,000. Don't waste your time on debris, regardless of size, unless it's in your way. Aim for the mines and saucers to rack up the big points.

TIP

Debris and the mines make different sounds when they get destroyed. Destroyed debris makes a higher-pitched noise. Recognize the different noises so you can identify what you hit and what you need to go after.



Get the debris out of your way. It's blocking your view of the real point-involving those mines. Fire your energy bombs to quickly get rid of the debris.

TIP

Your sniper view works great on this mission. Zoom in on the mines when they're still far away. You'll be able to hit more mines and you won't risk them hitting you.

There aren't too many saucers during this mission. They're worth the most points, so go after one if you see it. They move fast, so use your boost to keep up.



Those saucers have a really strong hull. Fly in close and use your energy bombs and laser cannon to dispose of them. Be careful with your shots. Saucers spin and are easy to miss.

Keep hitting those mines and scoring. 20,000 points won't be a problem. That gold medal is yours.



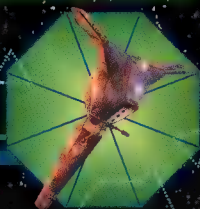
Bonus Starship: The Guardian Mantis



Vana Sage



Guardian Mantis



How to Unlock

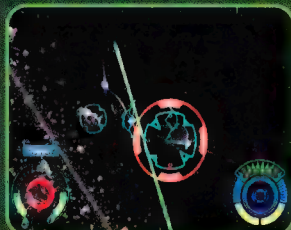
- Contract Infraction
- Secrets on Eos
- The New Resistance

Replay any mission flying the Guardian Mantis.

Mission Summary

Ever wish you could tag all the sensors in your defense network? The Guardian Mantis can now do just that in *Star Wars: Starfighter*. Take the ship to unlock some exciting new abilities, including the ability to use the strong, autonomous sensor-guided nano missiles and long-range firing ability. This capability is useful to use the ship to take out and destroy the backbone of missions with Vana Sage's help.

Promoting the Queen in Mission 2: The Royal Floods, would have been much easier if you could have tagged all the Queen's assassins. Now is your chance. Go back and show those fighters how lucky they were that Vana Sage wasn't on the job.



Flying the Guardian Mantis is a blast thanks to the rich, varied ion-enabled sensor tags, which disable an enemy's shields. Tag all your targets and watch as they blow up—you don't even have to aim! Suddenly every shot fired is a direct hit. Use this to breeze through groups of attackers.

Although the Guardian Mantis can tag everything, the sensor-guided nano missiles are not as powerful. For missions where you need heavy firepower, try using the Mantis for better yet...the *Intimidator*.



THE TITANIC! Mission 2: The Crippling Blow are easily destroyed with the long-distance firing ability of tracking sensor-guided nano missiles. Is that Vana as your wingmate? Two Guardian Mantises are better than one.



Not even Eosans can ignore the ion-enabled sensor tags. Watch how fast her shields go down in Mission 1: Naboo Proving Grounds.

Bonus Starship: The Havoc



Nym



The Havoc

How to Unlock

- Flare above Lol
- Valuable Goods
- Eye of the Storm
- The Crippling Blow
- Last Stand on Naboo

Replay any mission flying the Havoc.

Primer Strategy

Nym's Havoc is a great ship to have with its advanced, powerful weapons system. Though its powerhouse on its own, the Havoc is any smaller war like the Quantum Hawk. However, its most fatal lack of gravity has on its energy bombs.

Remember, there could be a lot of enemies in Mission 4: Secrets on Tatooine. Watch out for the enemy when they are in a plasma charge. You can complete this mission in the same way.



Remember that you can use Bonus Ships in Bonus Missions, as well. Try taking the Havoc for a spin in Bonus Mission 5: Droid Attack. From your battleship, be ready to take the swarm of crawling robots a few helpings of your famous plasma strings.



This Havoc is a great ship to use in any mission where ground forces are chasing you. The ground forces kill us a little bit, but the ship's awesome firepower. Try your best in Mission 11: Muttatun Mountains. Remember that you can really use a bomb on the tanks floating up in you. But it is not to make it so easy with Nym giving the way.

The Havoc is excellent for destroying big, heavy targets. However, it isn't the most graceful ship when shooting down fleets of enemies and other flying enemies. Leave that for the Quantum Hawk's invulnerable sensor tags and the M.T. Starfighter's proton torpedoes.

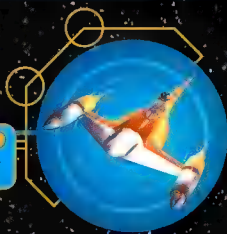
TF freighters are no match for a plasma charge in Mission 8: Taking the Offensive. Use your plasma charge on the orbital satellites in well. When you have the much firepower, nothing can stand in your way.



Bonus Starship: N-1 Starfighter



Rhys Dallows



N-1 Starfighter

Replay any mission flying the N-1 Starfighter.

How to Unlock

- Naboo Proving Grounds
- The Royal Escort
- Taking the Offensive
- Midnight Munitions Run
- Rescue on the Solieu
- The Final Assault

Hitless Swings

Choosing to fly the N-1 Starfighter rather than your standard podracer means you can use a secondary weapon in an advanced secondary weapon. In addition, it comes with a unique shield. As you look at your shield, you'll notice a red line in the center. This is the indicator for your shield's health. If it reaches zero, your shield is destroyed.

Remember flying through Naboo's Naboo Proving Grounds? X would love to have your secondary weapon. How you use it, and you use it to save your primary a lot faster. That's not all! It's also great for your primary weapon.



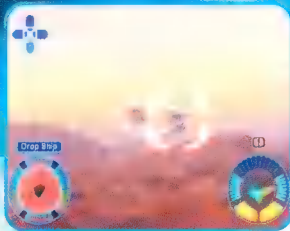
When you're on a shielded mission, you'll see a red line in the center of your shield. This is the indicator for your shield's health. If it reaches zero, your shield is destroyed.



Flying in this way can also be fun because of his advanced secondary weapon. The N-1 Starfighter has the ability to take out multiple enemies at once. His weapon can get you through levels with groups of enemies a lot faster.

There are a couple of challenges to flying as Rhys, however. His secondary weapon is fun to use, but it doesn't recharge. You only have 10 shots until you're out of ammo. You have to be really careful about your targets, and don't waste any shots!

More dangers: the podracer is in the way. You're a strategy game of podracer. The podracer is in the way.



Every mission is designed for a certain play. Because secondary weapons are needed to complete some missions. For example,

Mission 3: Naboo's Invasion requires advanced single target to complete a mission and flying the N-1 Starfighter only allows you to use a single weapon. It's a mission where the bonus ship is to use a single ship, and when you can use the ship, you can use the ship.

Bonus Starship: The Infiltrator

Darth Maul

○ How to Unlock ○

● Complete All Missions

Replay any mission flying **Darth Maul's Infiltrator**.

MISSION 1: The Infiltrator

The Infiltrator is an awesome flying machine. Its superpowers help you when it can't do it for you. Start taking damage, boost your way out of trouble. You can also use the super boost to escape from the Trade Federation ships that are trying to get away. No one can escape you.

Take the action to the Trade Federation. Boost your abilities to see what you can do on the boat. The quicker you get to work, the quicker you can hit them.



Your weapons are some of the best around. You really mean business. You can't even get your hands on powerful. They can take up almost any enemy in seconds.

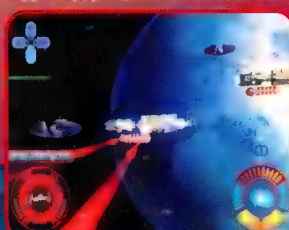
The Infiltrator has some powerful tools. You'll want to use them. You'll want to use them. You'll want to use them.



Get your hands on a target about them. They cluster of starfighters won't be around much longer after being crushed with your missiles.

For an added bonus, the your secondary weapons. Two powerful missiles launch from the Infiltrator and home in on your target. The missiles explode on impact, destroying any nearby enemies. Watch an enemy fire your missiles. And that's only a little bit of what you can do. You can do more.

When it comes to the Infiltrator, there are some drawbacks. Your secondary weapons are a bit slow. Sometimes it's better to just boost up to your enemies and move them away with your boost. You can't really explode on fire a very low powered at times. Do more missions, such as Mission 10: The Infiltrator. You're responsible for the Infiltrator, but you can't do it. Don't get too angry. Happy or you'll be the mission.



You were only supposed to disable that fighter, not destroy it. Now you've killed the mission.

Two-Player Missions

Here's your chance to prove to your friends that you're the best starfighter in town in a few easy steps. First, grab a controller and start talking trash, because only one player will walk away the winner of this mission. You can play either of two modes: Canyon Race or Capture the Flag. Canyon Race is a point-based, two-player, race-and-combat competition through the training canyon of Naboo. Capture the Flag is a fast, furious competition that takes place in the mine-filled skies over Naboo. Finally, call your friend a "Wookiee" as you sit back and get ready for some fierce head-to-head competition.

How to Unlock

Get Appropriate Medal in All Missions



N-1 Starfighter

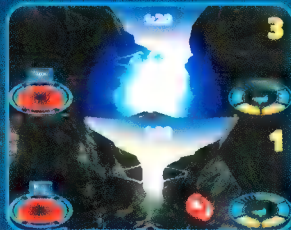
Canyon Race Rules

1. One point each time your opponent is destroyed.
2. One point for reaching each arena final.
3. One point for flying through each blue loop.
4. Three points for winning the race.
5. Five points for winning the dogfight at the end.

Hint: How to Win

The Canyon Race is an intense, fast-paced competition. To win, you need to be fast, agile, and a good pilot. Watch out for the mines, laser turrets, and other obstacles that can destroy your ship. Use the dogfight at the end to your advantage.

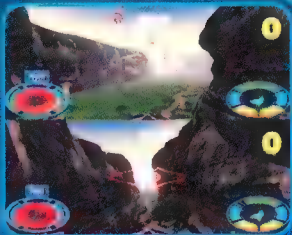
Anything goes here, so watch your back as you have the scoring time. If you find yourself behind, use a probe torpedo up your opponent's stats. Keep in mind that rebound is in play.



NOTE

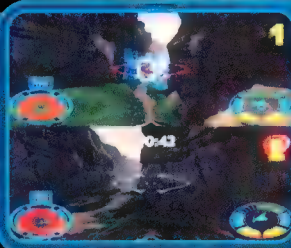
If you are destroyed during the race, you experience a short pause, then continue from the point where you were hit. This pause is just enough time for your opponent to take the lead. Ahhh, time for revenge.

Points are awarded to the first person to enter each zone. The first person in each zone is like the first person to reach the challenge they take in these challenges. The first person to reach the end of the mission is the winner. Always check the time if you are in the lead. This means the marginal status for your opponent to reach the end.

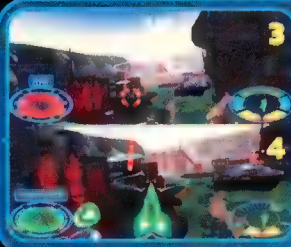


TIP

Use the surroundings to your advantage. If you see your opponent firing a proton torpedo, take cover behind the junk strewn about.



Go through the lake keep for an extra point as you enter the canyon walls. Jet through the walls until you reach the next clearing. This clearing has a platform at the end of the clearing. You will find a wall.



Take another blue drop in this way the first person to reach the next clearing will be the first person to reach the next clearing. The first person to reach the next clearing will be the first person to reach the next clearing. You will find a wall.

The final clearing is divided into two heavily guarded zones. Pick up the flag. The last showdown is a battle between the two teams. The first person to reach the end of the mission is the winner.



Capture the Flag Rules

1. Capture your opponent's flag three times.
2. Pass through the shield at your opponent's base, then touch your own shield to score.
3. Using power-ups to recharge your torpedoes.

Mission Briefing

Ready to fly a little closer to the enemy? In this mission, you'll be flying through the enemy's shield and capturing their flag. This is a challenging mission, but it's also a great way to practice your skills. Use your torpedoes to recharge your shields and capture the flag three times to win.



Be sure to fly in a circle around the enemy's base to avoid any gunfire from your opponent as you fly through his or her shield. How return in yours for an easy score.



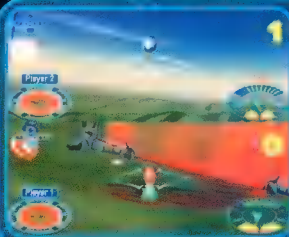
TIP

You're not alone in all this melee. You have a wingmate to order around. Set your mate to attack your opponent for a little help.

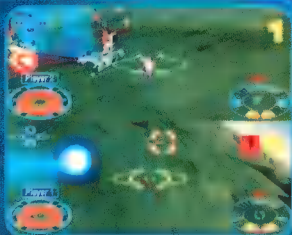
At you need to do it. Fly through your shield to capture your flag. In your screen's upper right corner, you'll know when you have the flag.



Discover the Hotline
Infinitely more to
richly enjoy your prison
experience. Shooting
these can take a little
time, so use a good
road to take them
up when you get low.



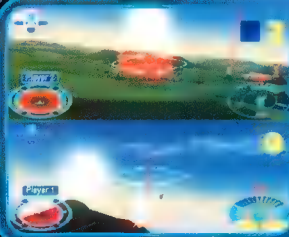
Watch out for these
enemies and the traps on
the ground. Though these can
be quite dangerous, a
lot worse by going
into a prison
trapdoor. With the
you opponent (if
you now).



For now, let him try to
use your opponent
missions. This will
not help when
trying to return home
with a low.



These rooms are all
you must to take this
mission. If the
opponent is a mission
if he or she has a hard
time leaving, then
you are the time to
mission.



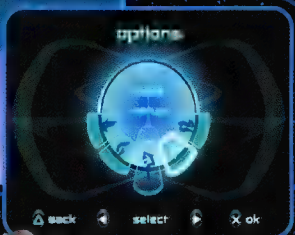
Cheats

If you aren't cheating, you aren't trying!

So you've beaten the game and gotten all the gold medals in every mission and bonus mission. Looking for a little more? Cheat codes add a whole new dimension to the game. Here are a few to get you started.

NOTE

Enter the codes in Code Setup. Code Setup is found in the Options selection from the main menu.



NOHUB



Enable this cheat to fly missions with an unrestricted star. Without the information from your HUD, your mission becomes tougher. Only experts need apply.

back erase left right select ok

JARJAR



Flip the game. For a real challenge, try a mission with the clock on. Tell Jarjar, right, right, everyone else.

back erase left right select ok

MINIME



Minimize mission. With this cheat, only enemy fire is making more than flashing lights. However, with it, check your ship, blowing off over 300.

back erase left right select ok

CREDITS



Win more! When credits rank. See the names of all the people who helped put the game together.

back erase left right select ok

PRIMA'S OFFICIAL STRATEGY GUIDE

STAR WARS DEMOLITION



Covers PlayStation
AND
Dreamcast versions



David Sullivan

primgames.com



WE'VE GOT STRATEGY COVERED



More Than Just Strategy

Strategy:

Over 250 Fast Track Guides with many more to come — new online strategy every week.



www.primagames.com

News:

A daily digest of game industry news — our news area is the best place to start if you want to know what's new in games.

Game Worlds:

Our Game Worlds are dedicated to the most popular games and supported by our wealth of Fan Site Affiliates.



[Home](#) [News](#) [Strategy](#)

STRATEGY GUIDES

Fast Track Guides

 [Perfect Dark](#)

 [Space Channel 5](#)

 [Everquest](#)

 [Syphon Filter 2](#)

 [Tomb Raider](#)

 [The Sims](#)

[Codes](#)
[Downloads](#)
[Contests](#)
[Interviews](#)
[Previews](#)
[Ask Prima](#)
[Game Saves](#)
[Affiliates](#)
[FAQs](#)


[Login](#)
[My Account](#)

[About Us](#)
[Site Map](#)

U.S. \$14.99 Can. \$17.95 U.K. £9.99

Electronic Entertainment
Platform: PlayStation®2 computer
entertainment system

CAN THREE UNLIKELY HEROES SAVE THE GALAXY?



**Exposes all mission
stories, objectives,
and briefings**

**Covers all game
modes and options**

**Unique strategies for
using all vehicles**

**Crucial combat
tactics revealed**

**All bonus missions
unmasked**

©2001 LucasArts Entertainment Company LLC. ©2001
Lucasfilm Ltd. & TM or ® as indicated. All rights reserved.
Used under authorization. LucasArts and the LucasArts logo
are registered trademarks of Lucasfilm Ltd.

www.lucasarts.com
www.starwars.com
companystore.lucasarts.com



ISBN 0-7625-3305-2



9 780761 533054

5 14 99

0 86874 53305 9

The Prima Games Logo and Primagames.com are registered
trademarks of Prima Communications, Inc.

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity,
please visit us at www.refromags.com.

No profit is made from these scans, nor do we offer anything
available from the publishers themselves.

If you come across anyone selling releases from
this site, please do not support them and do let us know.

Thank you!

